

PRIMA'S OFFICIAL STRATEGY GUIDE & LIMITED DVD

ISSUE 1

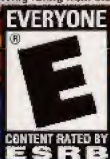
# DRAGON BALL Z

## THE LEGACY OF GOKU II

 FUNimation  
Productions, Ltd.

LIMITED DVD  
INSIDE

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# DRAGONBALL Z<sup>®</sup>

## THE LEGACY OF GOKU II<sup>™</sup>

PRIMA'S OFFICIAL STRATEGY GUIDE



ERIC 'ECM' MYLONAS



# DRAGON BALL Z<sup>®</sup>

## THE LEGACY OF GOKU II<sup>™</sup>

### PRIMA'S OFFICIAL STRATEGY GUIDE



#### Prima Games

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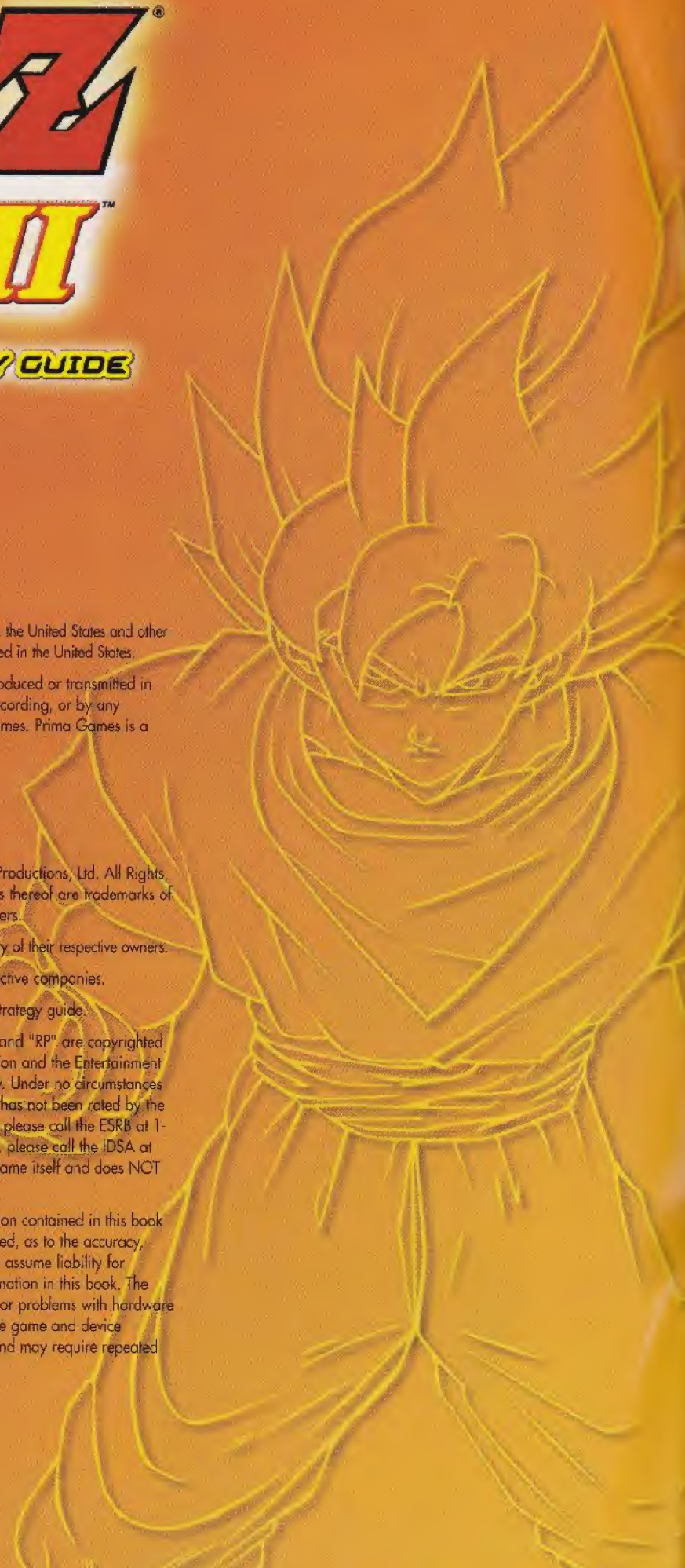
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# PROLOGUE

## Dragon Ball Z<sup>®</sup> Takes America by Storm!

If you like video games and Dragon Ball Z<sup>®</sup>, it's been a banner year. From in-depth RPGs to blistering fighting games (and everything in between) it's been fun. Herein you'll find a recap of those games released thus far and maybe a few you're not familiar with:



**Platform:** Game Boy Advance

**# of Players:** 1

**Saga(s) Featured:** Saiyan, Namek<sup>™</sup>, Ginyu<sup>™</sup>, Frieza<sup>®</sup>

The first Game Boy Advance Dragon Ball Z<sup>®</sup> title is a full-fledged action RPG starring Goku<sup>®</sup> as he makes his way from the beginnings of Dragon Ball Z<sup>®</sup> in the Saiyan Saga, up to and including the Frieza<sup>®</sup> Saga. If you're holding this guide, you've probably played (and loved) this one.



**Platform:** Game Boy Advance

**# of Players:** 1 or 2

**Saga(s) Featured:** N/A

This is a Collectible Card Game based on the popular paper card game. It features characters from the Saiyan, Frieza<sup>®</sup>, and Trunks<sup>®</sup> sagas.



**Platforms:** Sony PlayStation 2,

Nintendo GameCube (Fall, 2003)

**# of Players:** 1 or 2

**Saga(s) Featured:** Saiyan, Namek<sup>™</sup>, Ginyu<sup>™</sup>, Frieza<sup>®</sup>, Trunks<sup>®</sup>, Androids<sup>™</sup>, Imperfect Cell<sup>™</sup>, Cell<sup>™</sup>, Cell<sup>™</sup> Games

The first full-fledged 3D fighting game in Dragon Ball Z<sup>®</sup> history (the previously released *Dragon Ball Z: Budokai* fighting game wasn't fully three dimensional). *Dragon Ball Z: Budokai 2* brought together 23 of the Z Warriors for a battle royale of epic proportions. One of the most popular games of '02, it's still going strong.





# PROLOGUE

## Dragon Ball Z®: Legendary Super Warriors™



**Platform:** Game Boy Color  
**# of Players:** 1 or 2  
**Saga(s) Featured:** All

The Game Boy Color also gets its own chapter in the Dragon Ball Z® revolution. This one is an amalgam fighting game/card game that features an interesting play mechanic and is a different game than all those previously released in America.

## From Obscure to Japan-Only



**Dragon Ball® Final Bout™**  
for PlayStation One

The first Dragon Ball® title to hit Western shores, *Dragon Ball® Final Bout™* was based on the successor series to *Dragon Ball Z®*, *Dragon Ball Z® GT™*. Like *Dragon Ball Z®: Budokai*, it was a fighting game with 3D graphics, but it played in a strictly 2D plane. It's a nice collectible.



**Dragon Ball Z® Super Butoden**  
for Super Famicom

The first Dragon Ball Z® fighting game on Super Famicom, this one covered the entire Saiyan Saga in a series of brawls featuring Goku®, Gohan®, Piccolo™ and many of the earliest Z Warriors.



**Dragon Ball Z® Super Butoden 3**  
for Super Famicom

This was the third Dragon Ball Z® fighting game released on the Japanese Super Famicom console (the Super NES was its US counterpart). This solid 2D fighting game featured characters from Goku® to Cell™ and took place during the Cell™ Saga.



**Dragon Ball Z®: Legend of the Super  
Saiya-Jin** for Super Famicom

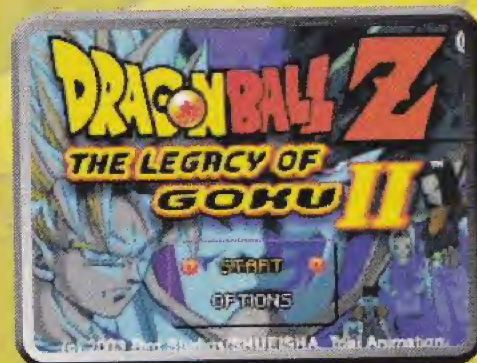
This was among the first Dragon Ball Z® games released on the fledgling Super Famicom console, and it was a solid RPG/graphic adventure. It's primitive by today's standards, but it followed the early Dragon Ball Z® years to a tee.



**Dragon Ball Z® Ultimate Battle 22™**  
for PlayStation One

What will go down as one of the last PSOne titles released in the US, *Dragon Ball Z® Ultimate Battle 22™* was, ironically, the first PlayStation Dragon Ball® game released not long after the Japanese release of the hardware. Featuring a clutch of characters spanning virtually the entire run of Dragon Ball Z®, from Goku™ to Buu™, *Dragon Ball Z® Ultimate Battle 22™* is a collector's item worth snagging.

## Welcome to the Trunks® Through Cell™ Games Sagas



Welcome to the world of Dragon Ball Z®: *The Legacy of Goku™ II*, the sequel to *Dragon Ball Z®: The Legacy of Goku™* and the next in the prolific line of Dragon Ball Z® titles. It picks up roughly where the first left off, and launches into the Trunks® through Cell™ Games Sagas, only this time you can play as more than just Goku®! So without further ado, flip the page and away we go!





# USING THIS GUIDE

## Tips, Notes, and Cautions

Scattered throughout this guide you'll find **Tips**, **Notes**, and **Cautions** to guide you and the Dragon Ball Z<sup>®</sup> crew safely through the pitfalls of Dragon Ball Z<sup>®</sup>: The Legacy of Goku II™ with nary a scratch, bump, or sniffle.



### Tips

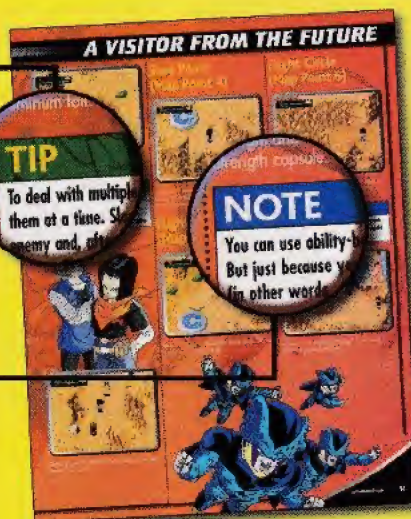
**Tips** come in all shapes and sizes but, they're mostly small bits of info that make your life easier as you're raining Kamehameha down on your enemies.

### Notes

**Notes** point out items of interest scattered throughout the Dragon Ball Z<sup>®</sup>: The Legacy of Goku II™ world.

### Cautions

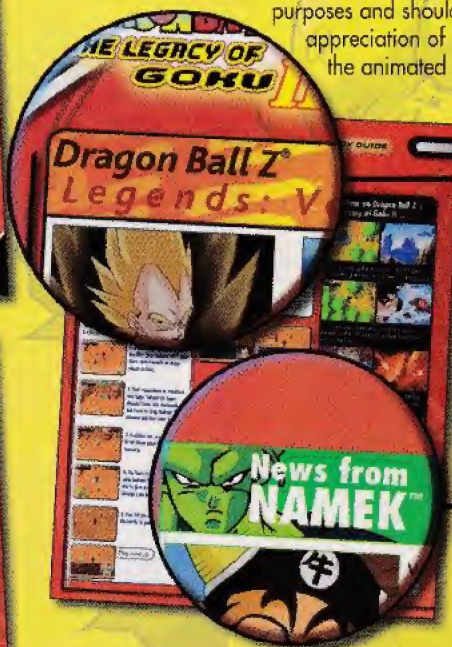
Pay attention to any and all **Cautions**. These keep you alive and/or prevent you from repeating territory. They are also there to keep you healthy and prevent frustration.



## Dragon Ball Z<sup>®</sup> Legends

Throughout this guide, you'll also find various sidebars filled with pertinent Dragon Ball Z<sup>®</sup> lore and info.

Each of these easily digestible morsels is there purely for educational purposes and should help broaden your appreciation of how closely this title follows the animated series upon which it is based.



## News from Namek™

Like Dragon Ball Z<sup>®</sup> Legends, News from Namek™ is pure, unadulterated Dragon Ball Z<sup>®</sup> lore, skimmed from the vast archives of FUNimation®.

Included are in-depth overviews of the various Sagas featured in each chapter of the game, as well as other bits from the producers of the animated show.





## GAMEPLAY ESSENTIALS

### The Bare Essentials



### Menu Navigation

- A:** Confirm Selection
- B:** Return to Previous Menu
- R:** Change to New Folder
- L:** Change to New Folder
- Start:** Return to Game
- Select:** N/A

### In-Game Controls

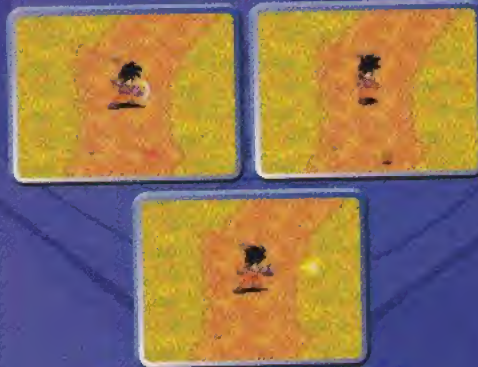
- A:** Melee Attack\*
- B:** Energy Attack\*\*
- R:** Use Scouter\*\*\*
- L:** Cycle Through Energy Attacks
- Start:** Status Screen
- Select:** Use Scouter\*\*\* Scanning Mode

\*: Certain melee attacks require pressing and holding **A** to charge.

\*\*: Certain energy attacks can be continuously fired or charged by holding **B**.

\*\*\*: After you obtain it.

### The Combat System



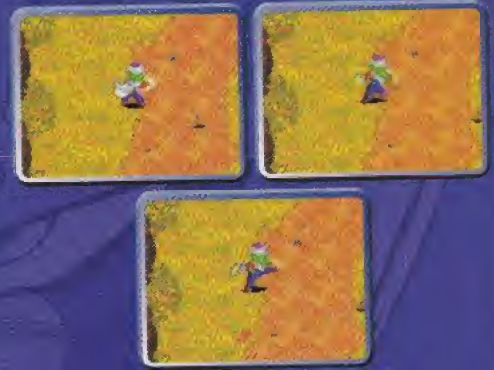
Punch, kick...electrocute?

### Basic Melee Attacks



The Basics.

In *Dragon Ball Z: The Legacy of Goku II*™, each character has access to a simple, close-range, melee attack. With a tap of **A**, each character launches a single basic punch or kick. These blows take no energy and do minimal damage.



Much better.

Repeatedly tapping **A** results in a series of punches and kicks that are more formidable, especially when married to a well-thought-out strategy (see "The Art of *Dragon Ball Z: The Legacy of Goku II*" Combat").



Back it up, tough guy.

Melee combat, at a basic level, is no frills—walk up to a foe and press **A** to smack him in the jaw and jar something loose. Each successful strike sends an enemy reeling in the opposite direction of the blow.

### NOTE

With melee attacks you can attack on diagonals, which is not the case with energy attacks.







## Special Melee Attacks



This is more like it!

In addition to melee attacks, each Z Fighter eventually gains access to a Special Melee Attack which is both more powerful and more difficult to use than the basic moves.



Timing is key.

From Goku's® Flurry Punch to Trunks'® Sword Slash, these moves require more forethought and planning to land successfully.

To initiate a Special Melee Attack, press and hold **A** to charge up, then release **A** to deliver a bone-crushing blow.

There are a few negatives associated with Special Melee Attacks:

1. You must hold down **A** to charge the move.
2. You cannot move while preparing one.
3. If you get hit while charging, the move will be canceled and, more than likely, you'll be beaten senseless.

For more info on Special Melee Attacks (and their proper application) see "The Art of Dragon Ball Z®: The Legacy of Goku II™ Combat."

## Energy Attacks



Zap!

It wouldn't be Dragon Ball Z® without massive, earth-shattering energy attacks, and this game is no exception.



Blasting away.

As is the case with melee attacks, each warrior has access to a basic energy bolt triggered by tapping **B** either once or repeatedly. This draws juice from your energy bar, so you can't hang back and shell foes from long distances forever (nor can you hit enemies off screen this time).

Note two things in regards to energy attacks:

1. You can't move while engaging in energy attacks.
2. You can attack only in the cardinal directions: north, south, east, and west (or up, down, right, and left).
3. Getting struck while engaging in an energy attack (as was the case with the Special Melee Attacks) cancels the move and opens you up for a good pasting.

Use the base energy attacks to keep enemies at bay if you're near-death and need to drive off a predator or two. Do not rely on them as your primary means of defense.

## Special Energy Attacks



Kamehameha!

Unlike the base energy attacks, the Special Energy Attacks range from "very" to "crushingly" effective.



# 100 PERCENT STRATEGY



## Special Beam Cannon!

Unlike the base energy attack, they eat up a lot more energy per use, so you can't go traipsing across the countryside laying your Kamehameha down on every miscreant you intend to dispatch.

Most Special Energy Attacks require holding down **ⓑ** to activate. In these cases, Special Energy Attacks are bound by the same rules as their basic brethren:

1. You can't move while engaging in (most) Special Energy Attacks.
2. You can't attack in anything but the cardinal directions (in most cases): north, south, east, and west (or up, down, right, and left).
3. Getting struck while engaging in a Special Energy Attack (like energy attacks and Special Melee Attacks) cancels the move and opens you up for a good pasting.

## Items and Gear

### Instant Use Items



Yum!

Food replenishes your life bar and can be picked up via the remains of foes or by smashing obstacles, such as rocks, scattered throughout the landscape. The bigger the piece of food, the greater the increase in health.



Energized.

Energy balls replenish your energy bar. Like food, they come in three sizes: small, medium, and large.

## Use Items



Brought to you by Capsule Corp.

You'll find capsules scattered all over. Each one boosts your main attributes by anywhere from 1 to 5 points and allows a semi-convenient work-around to leveling your character.



Mmmm, beans....

Senzu Beans, initially, are found only on Yajirobe™. However, in time, you can score them off of Korin™ at Kami's™ Lookout (though not without a fee).

Senzu Beans are valuable because they replenish your health and energy 100 percent and aren't exceedingly common. Use them only when you absolutely must.

## The Scouter



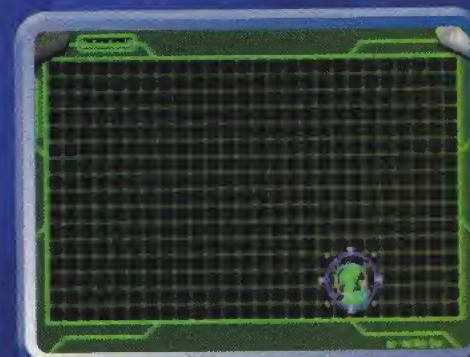
Invaluable.

The Scouter is the most important object you earn in the game. Once you have it, you can:

1. Pull up a map of the world and the area in which you're presently located.
2. Activate the Scouter's Scan mode to determine an NPC's hit points and vital info. Later, you can retrieve any scanned person or creature's info at Capsule Corp.'s computer.



Cartography for Saiyans.



X-Ray.



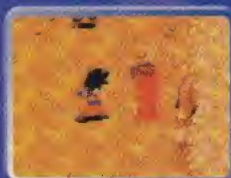


# 100 PERCENT STRATEGY

## The Art of Combat

This section tutors you on the more advanced ways to deal with everything from the lowliest Red Ribbon Army drone to the biggest boss.

## The Art of Basic Melee Attacks



You *must* master the basic melee attack. It's the most effective with the least limitations.

## Stunned 101



Punch. Chase. Repeat.

Get used to the fact that after hitting an enemy, he or she's rapidly pushed out of range of a quick follow-up blow.

To get around this, constantly press the advantage—In *Dragon Ball Z: The Legacy of Goku II*™ the one who strikes first controls the fight.



Win initiative

Upon scoring the initial blow, keep holding the d-pad toward your foe, so that you're in hot pursuit as he or she reels from a bone-crushing blow.



Chase

Give chase, and when you're within range, score another blow while your foe is still reeling from the initial blast.



Boom!

Repeat till he or she is pushing up daisies.

## Bowling 101



Strike!

Sometimes you'll have to deal with swaths of enemies at once, but that shouldn't scare you, because each member of the crew is capable of taking on two or even more enemies at once.



Line 'em up.

As you enter an area with more than one foe, pull a clutch of enemies toward you at once (use trees and obstacles to your advantage).



# 100 PERCENT STRATEGY



Bowl 'em over.

After you have them approaching in a group, wade in and swing for all you're worth. With decent timing and a little practice, you can thrash swaths of foes in the time it used to take you to do one.

One thing to watch for, though: Sometimes one foe can get loose and wreak havoc, so practice this technique on the weaker enemies before employing it on groups of tougher foes.

## Geometry 101

Most enemies in *Dragon Ball Z: The Legacy of Goku II*™ are not effective fighters unless they're attacking you head-on and face-to-face in one of the cardinal directions—this goes for the little ones and the big ones.

To take advantage of this limitation, diagonally strike at enemies.



Wrong



Right

Some of the bosses are more intelligent than the run-of-the-mill goons populating the landscape, but they're not that much smarter.

## Pinball 101

The ultimate enemy-trouncing technique in *Dragon Ball Z: The Legacy of Goku II*™ is Pinballing. In a nutshell, Pinballing is using the environment and an enemy's reeling body against him or her.



You may have noticed that if you pummel foes into a wall or other obstruction, they have the nasty habit of rolling off and ending up behind you—you can use this to your advantage by combining what you learned in Stunned 101 and Geometry 101 with a twist.



Punch and drive your foe into a nearby wall.



As he or she slips behind you, about-face and deliver another blow while he or she is still reeling from the last blow/bounce off the wall.



Keep applying Stunned 101 tactics until you reach another wall or obstacle, then about-face and head the other way.

And while this situation works for the lowly foes skittering about, it's even more valuable for dealing with bosses—with some practice, you will be able to take apart everybody in the game with the Pinball technique, even if your strength levels aren't that high, because you don't give them a chance to recover.





#### TIP

Do not combine skills gained from Bowling 101 with Pinball 101 or you'll be visiting King Kai™ earlier than you'd like.

#### NOTE

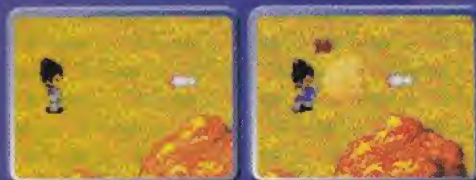
The more advanced bosses require more care because they have a quicker recovery time and/or are more unpredictable in their movements—remember, practice makes perfect!

## Special Melee Attacks



They look cool, but how useful are they?

Special melee attacks are tricky. Because being offensive-minded is key when engaging foes, any move that requires you to stand still and wait for an enemy to come to you is trouble with a capital "T."



Uh-oh...incoming

This is doubly true when dealing with a foe who has a projectile attack (this is especially important when dealing with many of the bosses)—sitting still and waiting for a foe that may never come is not a healthy decision. For example, Cell™ (in his myriad guises) will make short work of you if

you hang back and hope he's going to be foolish enough to walk into your Flurry Punch.

That being said, should you even consider using special melee attacks? Well, yes, actually.



Stun and smash

Each time you strike opponents, they reel for a moment. In that moment, if you're fast enough, you can sneak in a special melee attack. This is a precise exercise, however, and many enemies recover too quickly for this to be effective. It also doesn't hurt to be in Super Saiyan (or Super Namek™) mode because the increase in speed enables you to get in close enough to deliver a special melee attack.

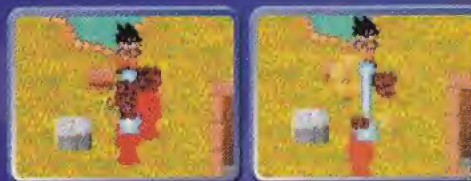
## The Art of Energy Attacks

Energy attacks are not for finesse fighters, and due to their reliance on your reservoir of energy, you cannot use them ad infinitum. They do, however, have their charms.



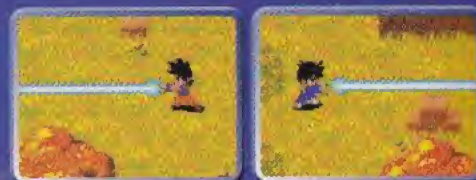
Drilled

Certain energy attacks are useful for striking multiple foes at once. Piccolo's™ Special Beam Cannon, for example, cuts through all foes in a straight line, while Trunks'® Sword Blast only hits one.

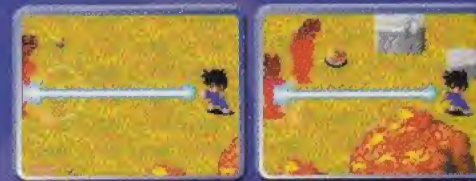


Two for one

Some attacks that typically are only good for one enemy can, under the right conditions, strike two or more. A case in point is Goku's® (and Gohan's™) Kamehameha Wave.



Normally you strike only the first foe with the beam, while the others behind the target go untouched. However, if you can line up two foes, one above (or next to) the other, you can hit both.



Other than that, energy attacks (regular and special) are best used to pare down a swath of foes from a distance, before wading in with fists flying.

## A Few Words On Leveling Up



Before and after

As *Dragon Ball Z™: The Legacy of Goku II™* is an action RPG, your character regularly levels up as he defeats foe after foe. Each time you level up, your three main attributes increase and each character is weighted toward certain strengths.

Eventually, you're forced into using every character, and this gets most of your characters in fighting shape. But there's always the chance that one or more will get left behind. Be conscious of this so you don't get stuck leveling up a character from, say, level 15 to level 30 just so you can open a Character Gate.



# THE 2 WARRIORS





## Gohan®



### Vital Stats

**Height:** 3'5"

**Weight:** N/A

**Race:** Half Human, half Saiyan

**A.K.A.:** Son Gohan®

#### Voice Actor(s):

Nozawa Masako (Japan)

Saffron Henderson (USA)

Stephanie Nadolny (USA)

### Bio

Named after his adoptive grandfather, Gohan® is Goku® and Chi-Chi's™ eldest son. He is idealistic, good, and pure like his father. Gohan® reveals his tremendous fighting potential when the Earth is threatened. His heritage as part Saiyan and part human makes him stronger than if he were of one race alone.

With Goku's® departure to the next dimension and the eminent arrival of Saiyans stronger than Raditz™, Gohan® is key to Earth's survival. Thus Piccolo™, a former enemy of his father, joins forces with the good guys to train Gohan® for the upcoming battle. Over time, Gohan® befriends Piccolo™, looks up to Piccolo™, and even wears similar clothing.

Although he's initially a wimp, Gohan's® training in the wilderness and subsequent fighting make him brave and loyal. Following the fight on Earth, Gohan® is determined to go with Bulma™ and Krillin® to Namek™ to collect the seven Namek™ Dragon Balls®. He also wants help his friends on Earth, because he feels he let them down during the fight on Earth.

SOURCE: Dragon Ball Z® Official Website (<http://www.dragonballz.com>), Courtesy of FUNimation®.

### Attacks

#### Special Melee Attack: Super Kick



Feet first!

Gohan® performs a Super Kick, which does more damage than his normal melee attack. To execute Gohan's® Super Kick, press and hold **Ⓢ** to charge up, but watch out for the delay in execution!



## Special Energy Attack (1): Masenko Ha



Bombs away!

Gohan® forms a ball of energy in his hand and hurls it. The Masenko Ha acts like a grenade, in that it does damage only when it reaches the end of its trajectory. Charging the attack longer increases the throw's range and power. When it hits the ground, watch out! The small shockwave damages everything in its blast radius.

To perform Gohan's Masenko Ha, press and hold (O), then release based on desired level of force and distance.

## Special Energy Attack (2): Kamehameha



"Kamehameha!"

The Kamehameha is a powerful beam of energy concentrated on one opponent. To vanquish all but the toughest foes, press and hold (O) to light up their life.

## Dragon Ball Z®

## Legends: The Oozaru

All Saiyans (and half Saiyans) are born with a monkey tail. The only problem is that when someone like Gohan®, Goku®, or Vegeta® view a full moon with their tail still attached, they morph into a giant, rampaging, were-ape—this is known as a Saiyan's Oozaru form.

## Gohan's First Appearance

Dragon Ball Z®, Ep. 1: The Arrival of Raditz™



The Saiyans are a race of alien warriors who crave destruction. They have sent their mighty warrior, Raditz™, to the Earth to search for his younger brother, Kakarot™. Raditz™ is to finish the job his brother neglected: to destroy all traces of human life on the planet! Raditz™ confronts Goku®, one of the Earth's greatest defenders, and shocks everyone by revealing that Goku® is really Kakarot™ with amnesia! Raditz™ commands Goku® to accept his heritage and attack Earth. When Goku® refuses, Raditz™ kidnaps Goku's son Gohan® and commands Goku® to destroy 100 Earthlings by the next morning to save his son's life.



# Piccolo™



## Bio

Goku's® one time archenemy, Piccolo™ is the second-strongest being on the Earth, born as a concentration of Kami's™ negative spirits. He has powerful energy blasts, can split into two or four separate entities, and can regenerate limbs. He is often seen in a white cape. Originally from the far away planet Namek™ (although Piccolo™ doesn't know this for a long time), Piccolo™ starts off fighting Goku® to rule the world. When the Saiyans arrive, he joins forces with Goku®. At first it is an uneasy alliance, but as the story unfolds, their bond becomes stronger.

While training Goku's® son, Gohan®, for the upcoming battle against the Saiyans, Piccolo™ develops a special bond with Gohan®. Through Gohan®, the only person who has ever been a friend to him, Piccolo™ starts changing for the better. He ends up sacrificing his life to save Gohan®.

While battling Frieza®, Piccolo™ merges with Nail™, the last of the Namek™ warriors and former guardian of Guru™. From this merging, Piccolo™ gains Nail™'s ancient Namek™ fighting style, enhancing Piccolo's™ powers and abilities.

SOURCE: Dragon Ball Z® Official Website (<http://www.dragonballz.com>), Courtesy of FUNimation®.

## Vital Stats

**Height:** N/A

**Weight:** N/A

**Race:** Namek™

**A.K.A.:** King Piccolo™

**Voice Actor(s):**

Furukawa Toshio (Japan)

Scott McNeil (USA)

Christopher Sabat (USA)


## Attacks

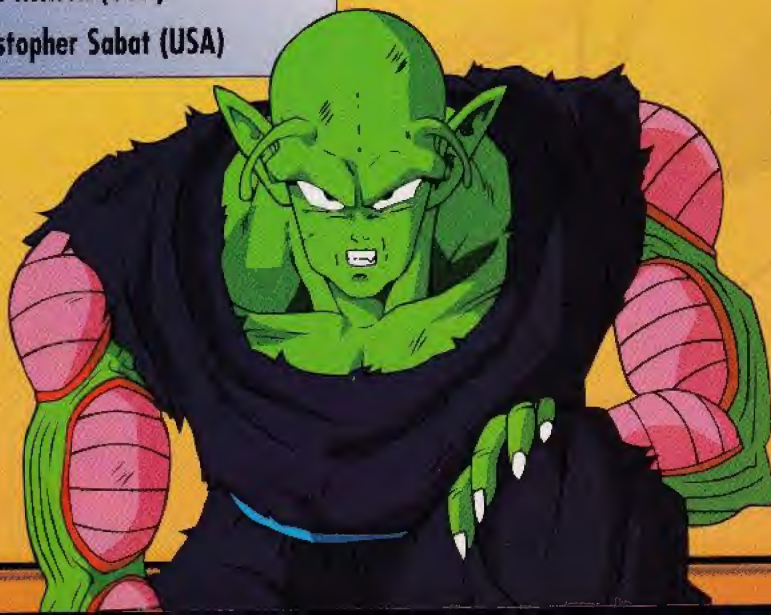
### Special Melee Attack: Spin Punch



Round 'n' round.

Piccolo™ performs a 360-degree spin, which hits opponents in direct contact all around him.

To execute Piccolo's™ Spin Punch, press and hold  to charge up, then let loose with a blinding blur of blows!





# THE Z WARRIORS

## Special Energy Attack (1): Special Beam Cannon



Drilled!

This fast beam moves through enemies, but the environment stops it. The beam fires in one continuous stream while you hold down **B**.

## Special Energy Attack (2): Scatter Shot



Several energy blasts are emitted in a fan-like pattern that emanates from Piccolo™ and spreads as it travels.

To "scatter" all foes before Piccolo™, press and hold **B**, then release.

## Dragon Ball Z® Legends: Mystical Orbs

Dragon Ball Z® (and Dragon Ball® before it) derived its name from the mystical orbs brought to Earth from the planet Namek™ by King Piccolo™.

These powerful orbs allow the granting of a single wish when all seven are gathered together. They have been used most prominently in Dragon Ball Z® to revive comrades slain in the midst of combat (though this won't work on someone who has been revived by the Dragon Balls® before).

There are three types of Dragon Balls®: Earth Dragon Ball®, Namekian™ Dragon Ball®, and Black Star Dragon Ball®. Each follow approximately the same laws, however the Black Star Dragon Balls™ are more powerful than their Earth or Namek™ counterparts (they feature prominently in the sequel series, Dragon Ball® GT).



## Piccolo's™ First Appearance (in Dragon Ball Z®)

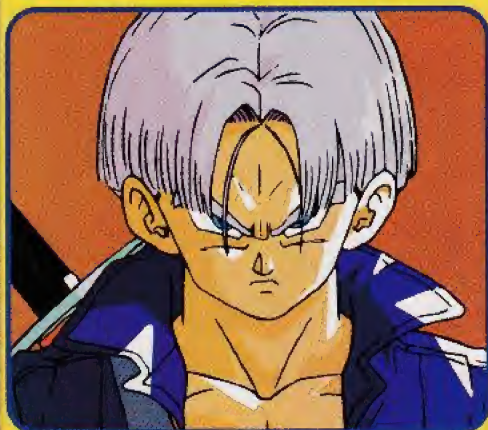
Dragon Ball Z®, Ep. 1: The Arrival of Raditz™



The Saiyans are a race of alien warriors who crave destruction. They have sent their mighty warrior, Raditz™, to the Earth to search for his younger brother, Kakarot™. Raditz™ is to finish the job his brother neglected: to destroy all traces of human life on the planet! Raditz™ confronts Goku®, one of the Earth's greatest defenders, and shocks everyone by revealing that Goku® is really Kakarot™ with amnesia! Raditz™ commands Goku® to accept his heritage and attack Earth. When Goku® refuses, Raditz™ kidnaps Goku's® son Gohan® and commands Goku® to destroy 100 Earthlings by the next morning to save his son's life.



## Trunks®



### Vital Stats

**Height:** 5'10"

**Weight:** N/A

**Race:** Half Human, half Saiyan

**A.K.A.:** Future Trunks®

**Voice Actor(s):**

Kusao Takeshi (Japan)

Laura Bailey (Child Trunks®) (USA)

Eric Johnson (Adult Trunks®) (USA)



### Bio

Trunks® is the son of Bulma™—a headstrong, technical genius—and Vegeta®—one of the most powerful fighters in the *Dragon Ball Z*® universe. His exact age is not certain, but he first appears in *Dragon Ball Z*® in his mid to late teens. He is from the future and has witnessed a threat to Earth that cannot be stopped in that time. He has come back in time to save the Earth of his time, only to find our heroes on Earth facing their own peril.

Much to the amazement of our friends, Trunks® turns Super Saiyan and defeats Frieza® and King Cold™. He gives Goku® medicine to prevent his death from heart disease and tells them of Earth's coming predicament. The Z Fighters go into training, and Trunks® returns to his own time.

Trunks® returns to our timeline in the Android™ Saga to ensure that the Androids™ arrive on Earth. He is also born during this saga, so we have the opportunity to see him both as a teenager and a baby at the same time. He exists as a boy and a teen until the end of the Cell™ Saga, when the older Trunks® returns to his original timeline.

SOURCE: *Dragon Ball Z*® Official Website (<http://www.dragonballz.com>), Courtesy of FUNimation®.

### Attacks

#### Special Melee Attack: Sword Slash



Have at thee!

Trunks® performs a mighty Sword Slash, which deals some respectable blood-letting. To execute Trunks'® Sword Slash, press and hold **(A)** to slice and dice.



# THE Z WARRIORS

## Special Energy Attack (1): Burning Attack



Stunned!

Trunks'® Burning Attack is one of the few attacks that stuns an enemy, leaving it wide open for serious follow-up action. To execute his Burning Attack, press Ⓑ.

## Special Energy Attack (2): Sword Blast

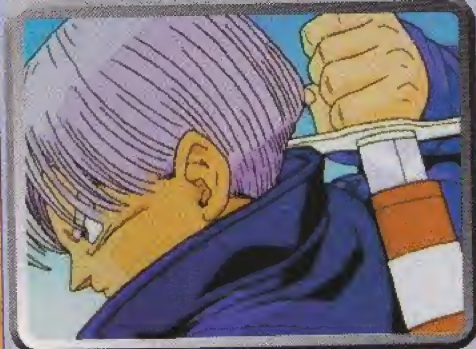


Sword Slash's bigger, uglier, brother

Trunks'® Sword Blast is a more dangerous, and more easily implemented version of his Sword Slash: Now he can stand back and unleash edged death on his foes from afar. Press Ⓑ to send enemies packing.

### Trunks'® First Appearance

Dragon Ball Z®, Ep. 104: The Mysterious Youth



The Earth faces its darkest hour as Frieza® and his father, King Cold™, rapidly approach! And without Goku® to assist them, the Z Fighters prepare to launch a desperate battle against the most powerful evil the universe has ever known!





## Vegeta®



### Vital Stats

**Height:** 5'3"

**Weight:** 123 lbs.

**Race:** Saiyan

**A.K.A.:** Prince Vegeta®

**Voice Actor(s):**

Horikawa Ryo (Japan)

Brian Drummond (USA)

Christopher Sabat (USA)



### Bio

Vegeta® is a powerful Saiyan. He is a "Super Elitist" and a prince, the son of King Vegeta®, past ruler of the Saiyans. Vegeta® and his comrade Nappa™ are two of the last surviving Saiyans. They come to Earth to destroy all life and sell the planet. Though physically smaller than Goku®, Vegeta® can power up to unbelievable levels, and is capable of destroying entire planets. He is Goku's® fierce rival, striving to seek power levels as high or higher than Goku® and to reach Super Saiyan level. Ambitious and determined, Vegeta® wants the Dragon Balls® to gain immortality. He is determined to destroy Frieza®,. After the Namek™ Saga, he fights on the good guy's side and becomes Trunks® father.

SOURCE: Dragon Ball Z® Official Website (<http://www.dragonballz.com>), Courtesy of FUNimation®.

### Attacks

#### Special Melee Attack: Two-Handed Smash



Vegeta® Smash!

Vegeta® clasps his hands, pulls his arms over and behind his head, and holds until you release (A). He then brings both fists down in a crushing blow with a huge amount of force.





# THE Z WARRIORS

## Special Energy Attack (1): Big Bang Attack



Bada-bang!

Vegeta® charges up a devastating blast of energy while you hold down Ⓑ. When you release Ⓑ, he tosses the damaging energy ball in the direction of an unwitting foe.

## Special Energy Attack (2): Energy Punch



Hay maker

Hit Ⓑ to make Vegeta® perform a seemingly normal melee attack, except that his melee attack is charged with energy and does more damage.

## Dragon Ball Z® *Legends: Vegeta's® Little Girl*

While Trunks™ is Bulma™ and Vegeta's® first-born child, they also have a daughter many years later named Bra™.

Bra™ does not feature in the Dragon Ball Z® storyline however. Instead she's a member of the cast of Dragon Ball® GT, its successor.

### Vegeta's® First Appearance

Dragon Ball Z®, Ep.4: Goku's® Unusual Journey



Learning of the Dragon Balls®, Vegeta® and Nappa™ head for Earth. Goku® and the other Z Fighters have one year to prepare for their arrival.





### Goku®



### Vital Stats

**Height:** 5'7"

**Weight:** 137 lbs.

**Race:** Saiyan

**A.K.A.:** Kakarot™

#### Voice Actor(s):

Masako Nozawa (Japan)

Ian Corlett (USA)

Peter Kelamis (USA)

Sean Schemmel (USA)

### Bio

Goku®, the hero of *Dragon Ball Z*®, is the most powerful warrior on Earth and the first to become Super Saiyan in over 1,000 years. When the Saiyans arrive, Goku® learns the mysterious secret of his own past: He is a Saiyan formerly named Kakarot™. Goku® was sent to Earth as a baby to grow up and destroy the planet, but a head injury as a child scrambled Goku®'s programming. Instead of growing up to become a destructive super-warrior, he became innocent and pure of heart, fighting for good.

Goku® is peaceful, good natured, honest, loving to his family and friends, loyal, trustworthy, and brave. If he has a weakness, it is his trusting nature. He finds the "good" in people when others don't see it, though Goku®'s enemies take advantage of his naive trust. He trained under Master Roshi® and wore his symbol until he trained under King Kai™, whose symbol he wears. Goku® grows up and marries Chi-Chi™. Together they have two sons: Gohan® and Goten™.

SOURCE: *Dragon Ball Z*® Official Website (<http://www.dragonballz.com>), Courtesy of FUNimation®.

### Attacks

#### Special Melee Attack: Flurry Punch



Fists of Fury

Goku®'s Special Melee Attack is an overwhelming assault of punches that move quickly enough to defy the human eye.

Press and hold **Ⓐ** until you fill Goku®'s attack meter, then release **Ⓐ** to deliver a blistering array of punches to the unlucky recipient.



## Special Energy Attack (1): Kamehameha



"Kamehameha!!!"

Goku's trademark attack is the Kamehameha energy blast. It's more powerful than the standard energy blast attack, not to mention faster.

Tap **Ⓢ** to fire his Kamehameha and take off a significant chunk of an enemy's health in the process.

## Special Energy Attack (2): Spirit Bomb



"Yaaaa!"

The Spirit Bomb is Goku's second, and most devastating, Special Energy Attack. By holding down **Ⓢ** to charge it, Goku can summon an energy ball of immense power.

After he builds up sufficient energy, release **Ⓢ** and he launches the Spirit Bomb at whatever foe is in his sights. If it makes contact, the shockwave will engulf that enemy (and all surrounding him or her). Any other foes outside of the blast radius will only be stunned with a highly charged up Spirit Bomb.

## Dragon Ball Z<sup>®</sup> Legends: The Legacy of Goku<sup>®</sup> II<sup>™</sup>



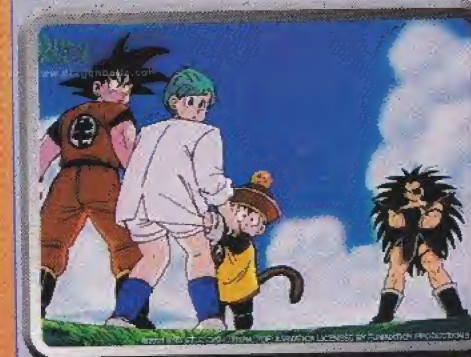
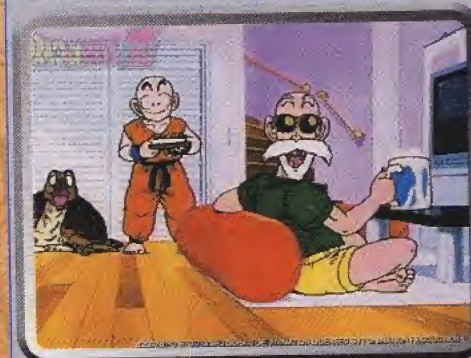
Dragon Ball<sup>®</sup> follows the adventures of everybody's favorite orange gi-wearing superhero, Goku<sup>®</sup>.

If we're not chasing him as a child through the world of Dragon Ball<sup>®</sup>; as a young adult in Dragon Ball Z<sup>®</sup> taking on Saiyans, Androids<sup>™</sup>, and other monstrosities across the universe; or years later in the world of Dragon Ball<sup>®</sup> GT, he is, without question, both synonymous with Dragon Ball<sup>®</sup> and its most popular character.

He is also Akira Toriyama's (the creator of the manga that spawned the legend) best-known character.

## Goku's<sup>®</sup> First Appearance (As an Adult)

Dragon Ball Z<sup>®</sup>, Ep.1: The Arrival of Raditz<sup>™</sup>



Goku<sup>®</sup> first appears as an adult during a reunion on Master Roshi's<sup>®</sup> island. He surprises his friends when he introduces them to his son, Gohan<sup>®</sup>. The reunion takes a turn for the worse when Goku's<sup>®</sup> older brother crashes the party.



## The Good Guys

### NOTABLE NPC'S



BIO SOURCE: Dragon Ball Z™ Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.

#### Bulma™



In Dragon Ball®, Bulma™ was a mixed-up teenager with blue hair and a personality quirk that wouldn't allow her to shut up for a second. Now, she's blossomed into a mixed-up woman with that same personality quirk. But, Bulma™ is very important to the team. She is a mechanical genius who can operate and fix anything. She is the one that discovers the capabilities of the Saiyan Scouter and enhances it for their own use. She also takes the lead in finding a spaceship capable of flying to Namek™. Bulma™ designed the Dragon Radar, which tracks the locations of the Dragon Balls®.

Bulma™ is also fashion conscious and changes clothing and hairstyles during the series. She often wears clothing with either her name or "Capsule Corp." on the item. Bulma™ has known Goku® since he was a young

Dragon Ball Z®: The Legacy of Goku II™ is full of colorful characters and personalities.

Here is a list of the most important NPC's (Non-Player Characters, the guys and gals that lend a hand but you don't control) in the game, ranging from the Z Fighters and the other good guys to the monsters, Androids™, and miscreants.

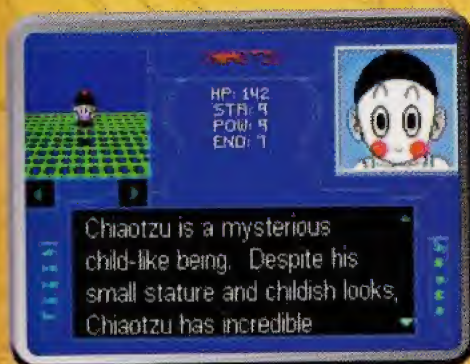




# NOTABLE NPC'S

boy. In the original *Dragon Ball*®, Bulma™ had a crush on Yamcha®. Although their romance blossomed, it was not permanent. In *Dragon Ball Z*® she outgrows these impulses and settles her affections on Vegeta®. They have a son, appropriately named Trunks®. The original name for Bulma™ stands for bloomers (or girl's underwear). Her father is Dr. Briefs™, of the famous Capsule Corp.

## Chiaotzu™



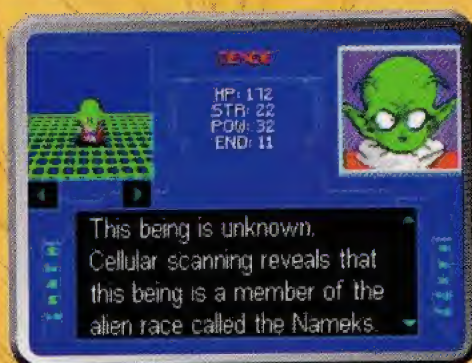
A master of telepathy, Chiaotzu™ has the power to stop people in their tracks and to communicate telepathically. This white-skinned, red-checked little being is the devoted companion of Tien™. A strong fighter in his early days, Chiaotzu™ does not hesitate to throw himself onto Nappa's™ back and self-destruct in an attempt to save his friends. However, his power level does not increase as dramatically as the other Z Fighters. Thus, Chiaotzu™ is not a major warrior in the later episodes of *Dragon Ball Z*®.

## Chi-Chi™



As the headstrong wife of Goku®, Chi-Chi™ is the most powerful woman on Earth (because she can control Goku®). They met in *Dragon Ball*® when Chi-Chi™ saved Goku®. Her father, Ox-King®, trained her to be a formidable fighter in her own right. In *Dragon Ball Z*®, Chi-Chi™ is mainly seen as a loving wife and doting mother, concerned and protective, perhaps even over-protective, of her family. She is always encouraging Gohan® with his studies and often finds herself stubbornly at odds with Gohan's® involvement with the martial arts. Chi-Chi™ would rather he be studying.

## Dende™



The lone survivor from his village on the Planet Namek™, Dende™ was rescued by Krillin® and Gohan®. Unlike Piccolo™ and other Namek™ warriors, Dende™ does not possess strong fighting abilities. But he does have another crucial capability: the power to heal. Dende™ is thus important to the good guys during the battle with Frieza®. Trustworthy and caring, Dende™ is loyal to Guru™ and his fellow Nameks™. Later in *Dragon Ball Z*®, Dende™ replaces Kami™ as the guardian of the Earth.

## Dr. Briefs™



Intelligent, friendly, and easy-going, Dr. Briefs™ is Bulma's™ father and president of Capsule Corp. Capsule Corp. makes the capsules Bulma™ often uses that turn into large objects like cars. His technical genius reveals why Bulma™ is so handy with machines. Dr. Briefs™ repairs the spaceships so that Goku® and the others can go to Namek™. Mrs. Briefs™ is the wife of Dr. Briefs™ and mother of Bulma™. Friendly and talkative, Mrs. Briefs™ is seen mostly at home. She loves to have company and entertain guests.

## Krillin®



As a young boy, Krillin® studied martial arts with Goku® under Master Roshi®. Originally, he and Goku® were fierce rivals, but now they are best friends. A short, bald warrior, Krillin® provides comic relief in tense situations as he tries to keep up with Goku® and some of the other more powerful warriors. A good fighter on his own accord, he's always there to help Goku®. He can and has saved his friend's life more than once. In fact, Krillin® unleashes an incredibly powerful energy blast shaped like a flying disk that can slice through mountaintops.





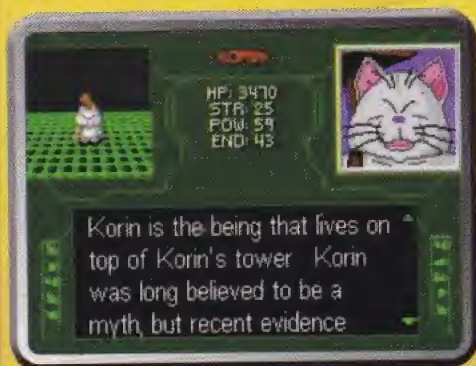
# DRAGON BALL Z

## THE LEGACY OF GOKU II

### PRIMA'S OFFICIAL STRATEGY GUIDE

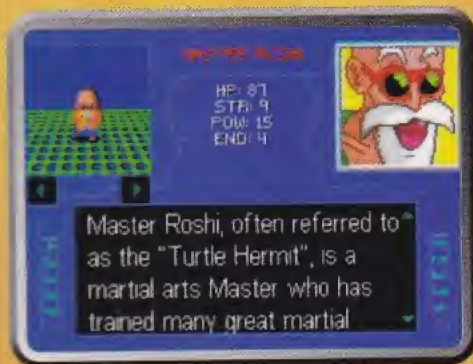
Goku® constantly encourages Krillin® to have confidence in his own abilities as Krillin® learns to be a remarkable fighter, for an earthling. Loyal, courageous, and dedicated to his friends, Krillin® is willing to fight against the Saiyans even though he doesn't want to die and knows that he can't be brought back to life again by the Dragon Balls®. Krillin® and Gohan® become very close friends through their adventures on Earth and Namek™, and Krillin® would do anything for Gohan®.

## Korin™



Korin™, a cat, is a wise martial arts master and lives in "Korin's™ Tower." Korin™ grows the magical, healing Senzu Beans that often help the Z Fighters in battle. He also hangs out with Yajirobe™.

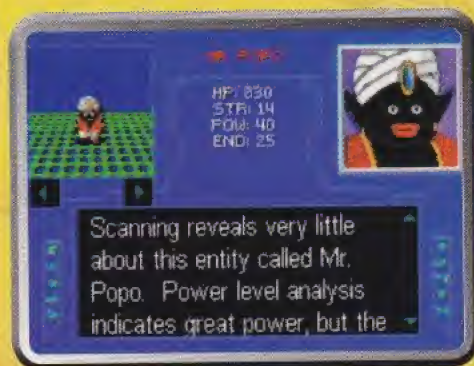
## Master Roshi®



An ancient and wise master of martial arts, Roshi® has accumulated great power and knowledge. He's completely bald and has a long, white beard. Because he has lived for countless years on a deserted island with only a turtle for companionship, he is also called the "Turtle Hermit." His home, the Kame House, continues to serve as a gathering place for the good guys. Although he may appear

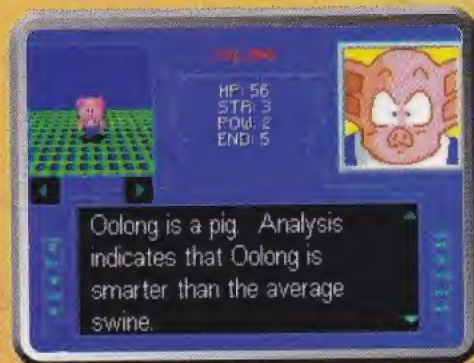
strange, frail, and harmless, Master Roshi® is indeed a great warrior. He originally trained Goku® and Krillin® when they were young boys. The first earthling to ever understand how to nurture and control the Power of Light, Roshi trains Goku® and Krillin® in its use. It was Master Roshi® who taught Goku® the Kamehameha attack.

## Mr. Popo™



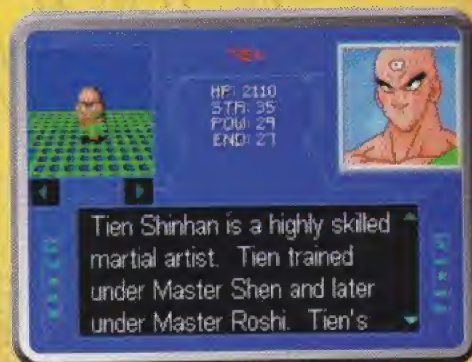
Mr. Popo™ is the faithful companion of the guardians of Earth. His origins are unknown, but he controls a magic carpet and resembles a genie. He has been on Earth longer than the present Kami™, and will remain to aid the next guardian of Earth. He helps Bulma™, Krillin®, and Gohan® get to Namek™ by showing Bulma™ the location of Kami's™ old ship. Though small and silly in appearance, Mr. Popo™ is a powerful fighter, and wise, truthful, and reliable. He assists Kami™ in saving the Earth from Garlic Jr™.

## Oolong™



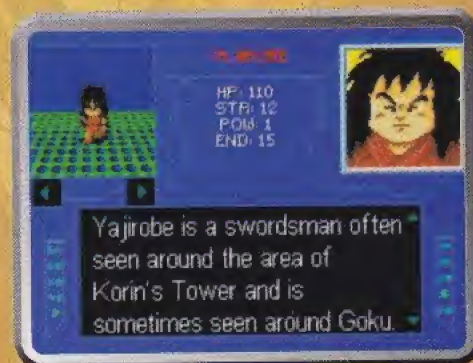
Oolong™ is a shape-shifting pig who joined forces with the good guys. He attended the same shape-shifting school as Puar™, but cheated to pass. Oolong™ can only change shape for a short period of time and then has to rest. Not much of a fighter, he mostly hangs out at Master Roshi's® home.

## Tien™



Tien™ is a three-eyed man intent on training to be strong. Originally trained by one of Master Roshi's™ rivals, Tien™ switched sides and became a Z Fighter. He beat Goku® at a worldwide martial arts tournament, is able to stop a waterfall with a blast, and can crush rocks on his head. His fighting techniques include the ability to hover in the air, throw concentration bombs, blind with flashes of light, and split into two or four separate entities. Tien™ is excited about being trained by Kami™ and willing to fight against the Saiyans despite the odds. He volunteers to be the first to fight against the Saibamen™, wins the battle, and goes on to fight against the Saiyans. Tien™ can communicate telepathically with Chiaotzu™, his best friend.

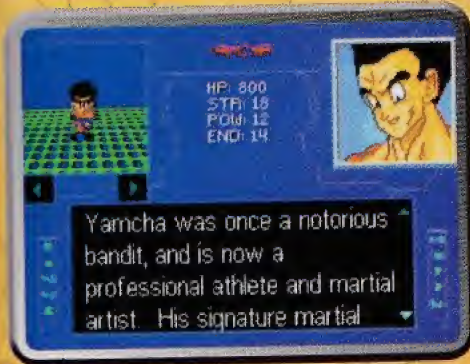
## Yajirobe™



Yajirobe™ is a good guy, but he is not interested in fighting. He is usually on the sidelines with food in his mouth; he does not willingly go near danger and is not willing to go into the Pendulum Room to train to fight the Saiyans. Yajirobe™ does come through in the end, though, when he sneaks up behind the Giant Vegeta® Monkey and cuts off his tail. He works for Kami™ and Korin™.



## Yamcha®

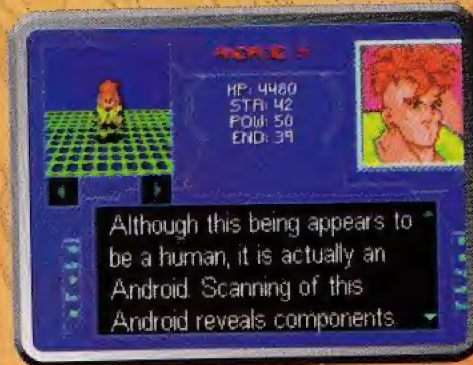


Yamcha® is a longtime friend and ally of Goku's®, though he was once a notorious bandit. He is sometimes accompanied by Puar™, his devoted cat companion. He is anxious and willing to be trained by Kami™ and to join the upcoming battle against the Saiyans even though he understands that the odds will be against them. In the heat of battle, Yamcha® volunteers to fight the Saibamen™ instead of Krillin® because Krillin® has already been brought back to life by the Dragon Balls®. He and Bulma™ were once together, and often illicit sparks fly for each other. Eventually Bulma™ moves on to Vegeta®, Yamcha® is defeated during battle with the Saibamen™, and trains in the "Next Dimension" under King Kai™.

## The Bad Guys



## Android 16™



Android 16™ is an experimental model created by Dr. Gero™. A big muscled red-haired man, Android 16™ is out to destroy whatever he sees. The strong, silent type, he doesn't say much, he is simply super strong. After meeting his demise at the hands of Cell™, Bulma™ collects the pieces of Android 16™, reassembling and programming him to fight on the good side.

## Android 17™ and Android 18™



Androids 17™ and 18™ are teenage Androids. They are the ones responsible for the future threat to the Earth, prompting Trunks® to come back to this time on Earth from the future to stop them. #17™ is a black haired boy and #18™ is a cute blond girl. Although she never stops being evil, #18™ later softens up a little.





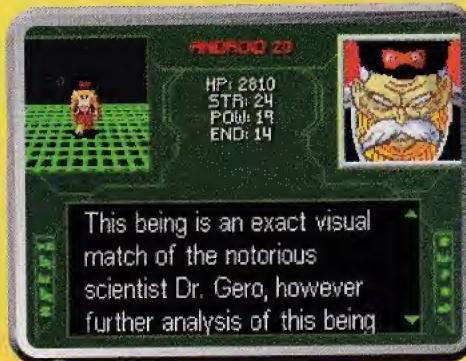
## Cell™



The most dangerous of all Dr. Gero's™ creations, Cell™, was created in Dr. Gero's™ lab as a genetic experiment. He comes complete with a self-destruct feature, a scorpion-like tail that opens up to absorb the energy of his opponents, and instructions to wreak revenge on the Androids™ which caused Dr. Gero's™ downfall. Cell™ contains the DNA of the mightiest warriors of the universe including Goku®, Piccolo™, and Vegeta®. Possessing the DNA of these great warriors, Cell™ is able to fight with their attacks. With these great forces combined, Cell™ is an almost invincible being.

One of his greatest advantages is being able to regenerate himself at any given time from even the smallest component of himself. We discover this in *Dragon Ball Z*® when the good guys believe Cell™ is destroyed, only to find out that a brain cell has survived. From this cell, Cell™ regenerates himself and appears out of nowhere once again threatening Earth. One of Cell's™ only weak points is that his energy is finite. He gains power by draining the energy of his enemies using his scorpion-like tail to do so. Cell™ has three forms: the imperfect form in which we first see him, the second stage of Cell™, and the final or Perfect Cell™. He reaches Cell™ Stage Two after absorbing Android 17™. When Android 18™ is consumed, Cell™ changes into his third and most powerful form: Perfect Cell™. Cell™ can and does create smaller versions of himself.

## Dr. Gero™ and Android 19™

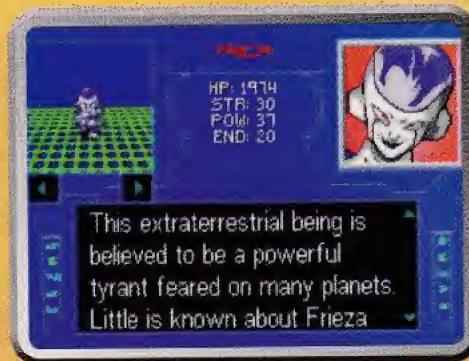


Android 20™ is actually Dr. Gero™ himself. To make himself more powerful, he instructs Android 19™ to turn Dr. Gero™ into an Android™. Android 20 is the most vicious and determined Android™ of all. He won't give up.

Android 19™ is an overweight android wearing a funny outfit. He is very passionate about eliminating our heroes and uses all the weapons he can.

Androids 19™ and 20™ are the first Androids to come to Earth in the Cell™ Saga. They are defeated by Vegeta® in an amazing show of strength. But it's not the end of Android 20™ and the great threat to our heroes. Android 20™ has been programmed to repair himself, and more Androids™ are about to show up.

## Frieza®



Haughty, malicious, seemingly invincible and power-hungry with absolutely no compassion, Frieza® is feared as the most powerful and evil being in the universe with no rival being even close to his strength. Upon learning about the legendary Namek™ *Dragon Balls*®, Frieza® is consumed with a desire to obtain the *Dragon Balls*®, summon the Dragon, and gain his wish for immortality. Then he can rule the entire universe, unrivaled, forever. Understanding the capability of the Saiyans as fighters, he eliminates their planet to destroy the competition. In his search for the *Dragon Balls*® on Namek™, he ruthlessly and predictably eliminates all who get in his way. The very mention of his name

strikes dread and fear across the universe.

Zarbon™ and Dodoria™ are Frieza's® two evil right-hand men. They carry out his requests promptly and without question, knowing Frieza's® character too well. Frieza® also employs the legendary Ginyu Force™ to take care of his business.

Frieza® is a lizard-like creature who can shape-shift into four stages of forms, with each form more powerful than the last. In his first form, Frieza® is in a space pod. In the second form, Frieza® has two horns on his head and his body is larger. In the third form, Frieza® is in his biggest body and his back is bent. The fourth form is the perfect form; he is in a small body with no angle on his body. He has a fifth appearance. After being beaten by Goku®, Frieza® is rebuilt with robotic parts, and once again poses a threat to our heroes.

## King Cold™



King Cold™ is a massive monster with evil ambitions. He is Frieza's® father, and is similar to Frieza® in many ways. His brutal personality, desire to destroy the world, and even his glacial physical appearance and uniform makes the family resemblance to Frieza® obvious. King Cold™ "resurrected" Frieza®, following the destruction of Namek™ when all believed Frieza® to have been destroyed. With a new Android™-like shape, Frieza® and his father are headed to Earth!





**WALKTHROUGH**



## PROLOGUE

### Dragon Ball Z® *Legends: History of Trunks®*

Sixteen years from the present day...

One by one, the heroes of Earth were destroyed. It is the beginning of a new era on Earth...

...an era of darkness!

*Dragon Ball Z®: The Legacy of Goku II™* starts outside of the confines of the animated series, and showcases a piece of history that's covered in one of the *Dragon Ball Z®* motion pictures.

Beginning 16 years after the start of the Trunks® Saga, we find a much older Gohan® and Trunks® faced with the prospect of being the last of their kind, and caught in a battle to save humanity from extinction. Our story starts here....

### NOTE

The first chapter of *Dragon Ball Z®: The Legacy of Goku II™* is a training chapter to familiarize you with some of the game's most basic elements.



We begin our Saga with Trunks® and future Gohan® in a race against time, with humanity's future hanging by the slimmest of threads. The plucky lad known as Gohan® has become a deadly earnest figure scarred by this dire future.



Heed Gohan's® words and march north to dispatch a boulder with your base melee attack (press **A**).



The first boulder crushed, head north once more and turn your attentions to a larger stone. Press **A** to deal with this rocky protuberance.



Gohan® attempts to coax Trunks® into Super Saiyan form...but to no avail.



The merciless Androids™ strike again, and Gohan® flies off to deal with these genocidal entities, leaving Trunks® behind. Don't listen to Gohan®, instead, travel north to lend him some aid.



On your way, trash the boulder to your left for good measure.



# PROLOGUE

## TIP

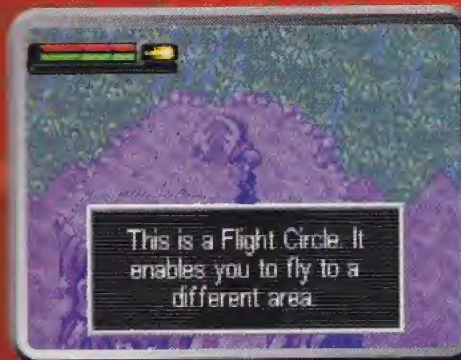
Demolish all boulders (and other Obstacles) you come across, as they contain health and energy pick-ups.



When you reach Gohan's side, press (A) to chastise him for his seeming recklessness. Uncharacteristically, Gohan accepts the admonishment....



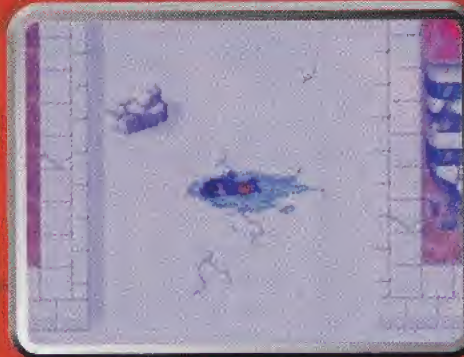
When Trunks turns his back, Gohan takes him down with a quick chop. Seems Gohan isn't taking any lip from his not-quite-ready pupil.



A downpour rouses you from your slumber, but Trunks is no worse for wear. Hit the nearby Flight Circle to race to Gohan's aid!



Upon touching down, head north and up the road as it twists to the west. Trunks arrives in time to see...



Gohan, lurching under repeated blows from the Androids, go down. Trunks, too late to lend aid, races to Gohan's broken form, but to no avail. Gohan is gone....



Onward...to the past.

## Next Time on *Dragon Ball Z®: The Legacy of Goku II™* ....



Back in the past, Chi-Chi chastises Gohan for dreaming about being a martial arts champion.



Sneaking out for a break, Gohan comes upon Goku! But the homecoming is cut short.



A foe, long thought dispatched, has returned from the grave to menace the Z Fighters anew!



All this and more in the next exciting chapter of *Dragon Ball Z®: The Legacy of Goku II™*, At Home....







### News from NAMEK™

### The Trunks® Saga (Episodes: 103–110)



Unfortunately Frieza® has survived Planet Namek's™ destruction. He is found floating in the debris of Namek™ by his father, King Cold™. Frieza® is reassembled by his father's minions. Frieza's® bent on revenge and eliminating all Saiyans. Because Saiyans are such powerful beings, they pose a great threat to him and his family, the strongest family on Earth.

All of a sudden, the people on Earth sense a strong evil power approaching. No, there are two strong powers approaching Earth; Frieza® and King Cold™

arrive. Earth appears to have no defense against such a team. In despair, Earthlings ponder their fate.

### From the Future?

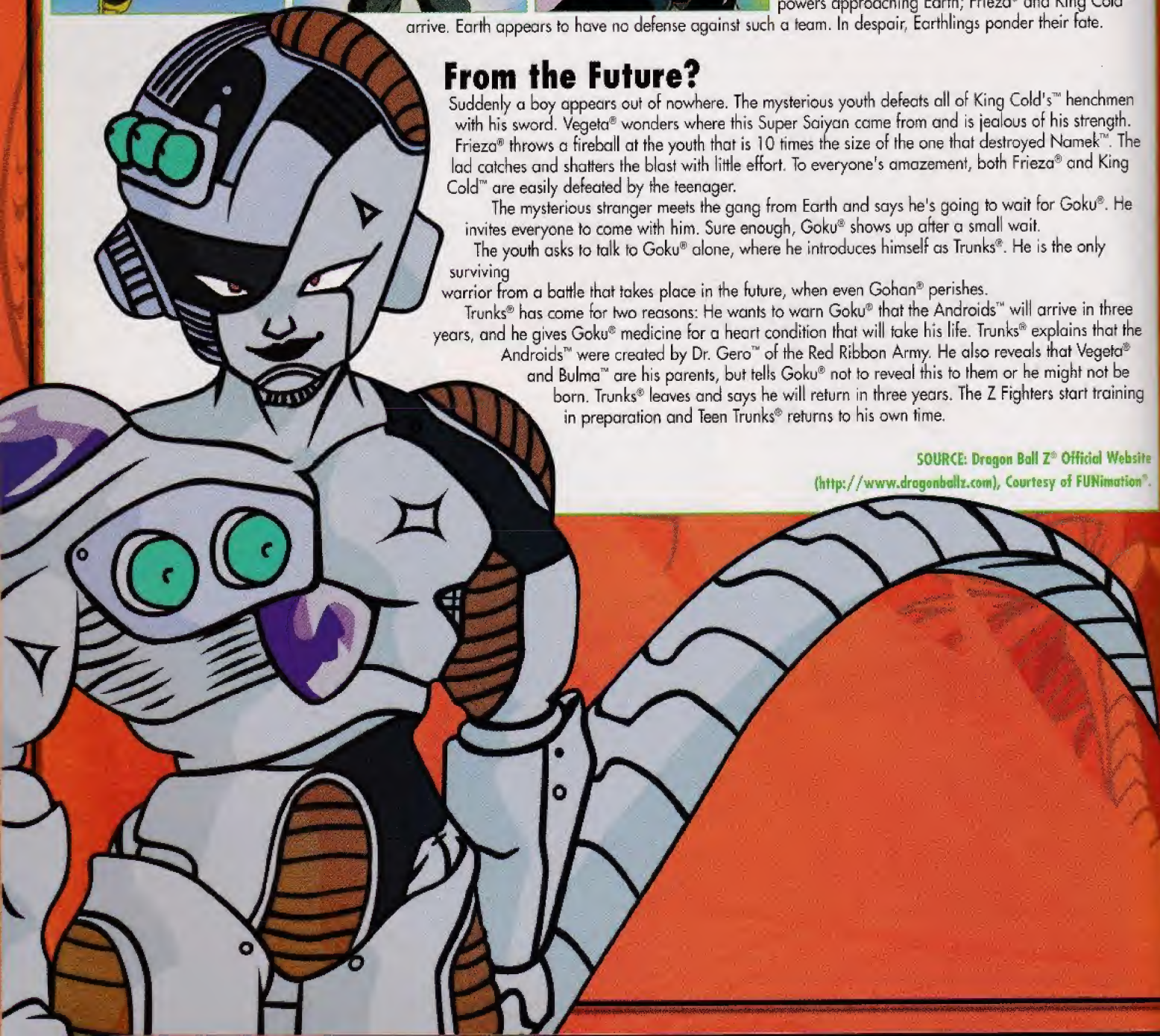
Suddenly a boy appears out of nowhere. The mysterious youth defeats all of King Cold's™ henchmen with his sword. Vegeta® wonders where this Super Saiyan came from and is jealous of his strength. Frieza® throws a fireball at the youth that is 10 times the size of the one that destroyed Namek™. The lad catches and shatters the blast with little effort. To everyone's amazement, both Frieza® and King Cold™ are easily defeated by the teenager.

The mysterious stranger meets the gang from Earth and says he's going to wait for Goku®. He invites everyone to come with him. Sure enough, Goku® shows up after a small wait.

The youth asks to talk to Goku® alone, where he introduces himself as Trunks®. He is the only surviving warrior from a battle that takes place in the future, when even Gohan® perishes.

Trunks® has come for two reasons: He wants to warn Goku® that the Androids™ will arrive in three years, and he gives Goku® medicine for a heart condition that will take his life. Trunks® explains that the Androids™ were created by Dr. Gero™ of the Red Ribbon Army. He also reveals that Vegeta® and Bulma™ are his parents, but tells Goku® not to reveal this to them or he might not be born. Trunks® leaves and says he will return in three years. The Z Fighters start training in preparation and Teen Trunks® returns to his own time.

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.

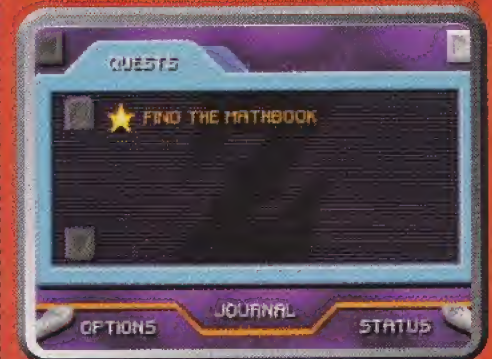
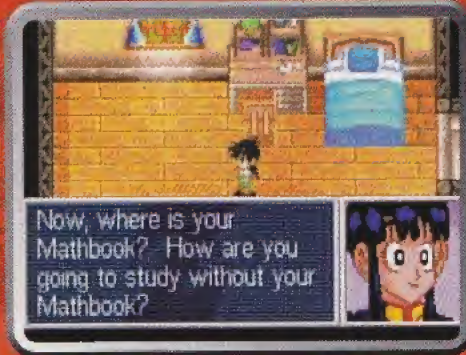




# AT HOME

## NOTE

*At Home* is the official start of the Trunks® Saga, as told in the animated series beginning with Episode 103, *Frieza's® Counterattack*.



Our story opens on Gohan® desperately curious when his father, Goku®, will return. His mother, Chi-Chi®, pragmatic as always, insists that Gohan® must find his math book and get to studying!

First thing first: Familiarize yourself with the Journal function. This invaluable tool helps you keep track of exactly what you're supposed to do at any given point. Press **START** then **R** to access it.





Now head through the doorway to Gohan's® right and into the next room, as the quest for the math book begins.



Head down and around the corner and up the nearby stairwell to the next floor—that math book must be somewhere in here!



A quick jog from the top the stairs takes you to a small table upon which Gohan's® blue math book is perched.



Get Gohan® back to his desk and start studying. After all, you won't have time to train if you don't do your homework first!



Odd, why is the window open? Well, now that it is, investigate this mysterious event (and get away from that math book for a while).

## CAUTION

Once you're outside, you have access to Gohan's® energy blast but do not waste it! You'll need all of it (and more) soon enough.

## Save Circle (Map Point 1)



Once you've bounded out the window, proceed north and you spy the game's first Save Circle. Stand on it and press Ⓐ to save your game.



Note the path heading off to the right and into the forest. Point Gohan® east and we're off.

## Character Barrier: Gohan® (Map Point 2)



Double tap the d-pad to the left or right, depending on the direction you want to dash to get to the first Character Gate of the game. Thankfully, it's only a first level gate, so step up and press Ⓐ to smash it with your melee attack.



You shortly spy another Character Gate, but this one requires Gohan® to be at level 2 before pressing on. That's OK, though, because the path to the east beckons.



## Dragon Ball Z®

### Legends: Where Exactly Is Goku®?

You may be wondering exactly what happened to Goku®, and why Gohan® has been wondering "When is Dad coming back?" Where exactly has Goku® been?

Initially, it was thought that Goku® had perished on the Planet Namek™ after fighting Frieza® (nearly) to the death (Namek™ exploded shortly afterward). However, that wasn't actually the case as the Z Fighters quickly learned when they tried to use the Dragon Balls® to revive Goku®. After all, you can't wish back to life someone who hasn't actually perished.

It turns out that, as Namek™ was about to explode, Goku® managed to snag a ship and crash-landed on a nearby world. However, he would (will) make his way back to Earth in due time...near the beginning of the Trunks® Saga, in fact.

## "Dad?!" (Map Point 3)



## Boss Battle: Dealing with Frieza®

Frieza® can be a handful, especially for your first battle, but follow these simple steps to re-create what Goku® did to him in the not too distant past:



1. Use your energy blasts to keep Frieza® at bay and to slice off a serious chunk of his life bar.

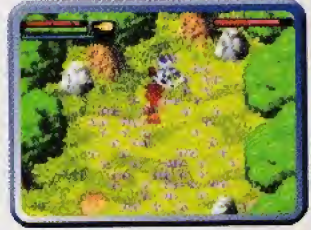
2. The boulders littered about contain energy and health boosts. If you get hurt, jog away and crack one open to replenish your stores.



3. Always mind Frieza's® energy bolts, especially when he's just off screen.



4. If Frieza® starts pounding on Gohan®, run! There's no sense in pressing a losing position.



5. If you run out of energy, resort to Gohan's® basic melee attack to finish the job.



Keep chipping away and eventually Frieza® goes down...hard. This also sends Gohan® to level 2!

As Gohan® enters the sun-dappled clearing, he is shocked to discover that Goku® is there waiting for him! But all is not as it seems....



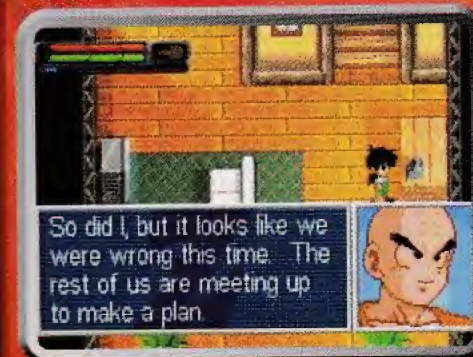




Upon toppling Frieza®, Gohan® awakes in his room, realizing that it was a particularly vivid nightmare. Or was it?



Get the phone! Head through the doorway to the right and then south to pick up the urgently ringing phone.



It's Krillin! A quick conversation confirms Gohan's® worst fears: Frieza® lives! But the other Z Fighters are meeting to make a plan.



Head south, through the door, and out of the house. Go north, around the house, and hit the Save Circle once more.

## Character Gate: Gohan® (Map Point 4)



Head east down the trail until you reach the Character Gate once more. Thrash it and head into the cave.



Run over to the crate, crack it open by pressing (A), and retrieve Gohan's® Saiyan battle armor, then head out the cave exit leading north.



Follow the narrow ridge due north and you quickly come upon a World Map Sign. Press (A) to enter the World Map and go to the Northern Wastelands.

## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



Gohan® races to the Northern Wastelands to meet up with the other Z Fighters.



The reunion is cut short as Piccolo™ notes the dire urgency of the situation when a mysterious stranger appears.



Frieza® returns with his father, King Cold™, but a mysterious youth has plans for these two monsters.



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, A Visitor From the Future....



## News from NAMEK™

### Cooler's™ Revenge



Saving the universe can be a tiring business! So after their first big battle with Frieza® on Namek™, Goku®, Gohan®, Krillin®, and Oolong™ decide to take a little camping trip for some rest and relaxation back on Earth. But their peaceful weekend is soon interrupted by a menacing force.

Frieza® has a brother: Cooler™! And with his powerful Armored Squadron, he has come to Earth seeking revenge. Cooler™ will not rest until the man who destroyed his brother is vanquished, even if that means blowing up the entire planet!

Goku® was able to tap into his hidden powers and transform into a Super Saiyan once before. The question is, now that the Earth is threatened by Frieza's® older (and stronger) brother, can he do it again?

## NOTE

Cooler's™ Revenge is one of the numerous Dragon Ball Z® movies, released theatrically in Japan.

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.





## A VISITOR FROM THE FUTURE

Last Time on Dragon Ball Z®:  
The Legacy of Goku II™ ....



Gohan® was stuck at home studying, as Chi-Chi™ cracked the whip to get her son interested in school rather than martial arts.



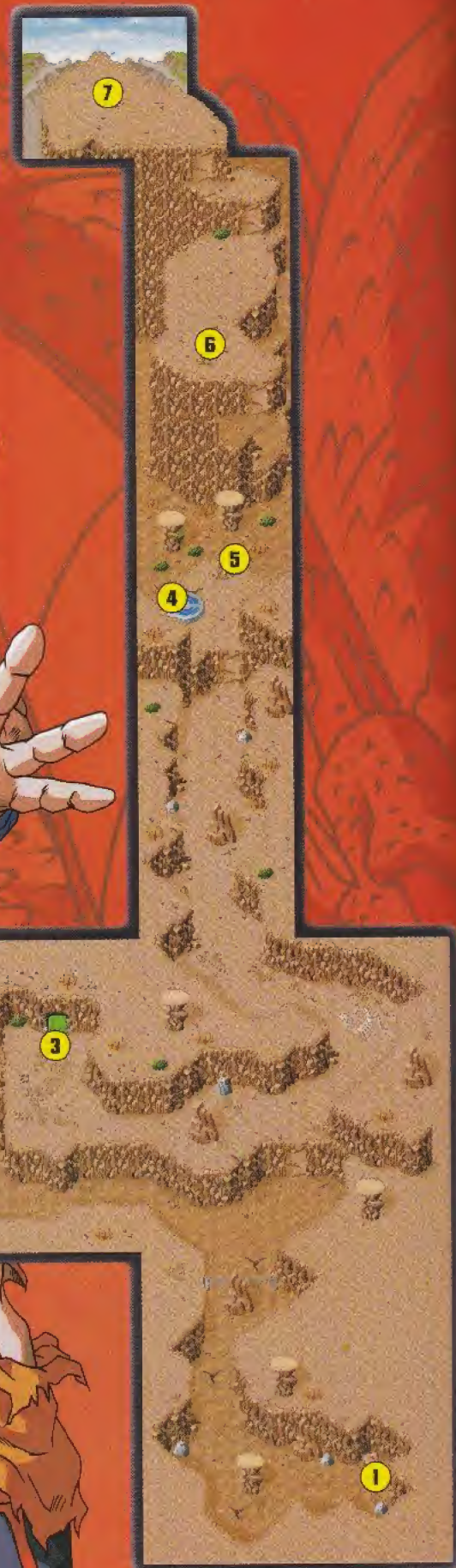
Gohan® learns that Frieza® might not be dead after all as he is confronted by the monster in a nightmare.



A quick call from Krillin® confirmed Gohan's® worst fears; Frieza® lived and was heading to Earth.



Retrieving his stowed Saiyan battle armor from a nearby cave (the better to keep hidden from Chi-Chi™), Gohan® raced to the Northern Wastelands to meet A Visitor From the Future....





# A VISITOR FROM THE FUTURE

## Level Start (Map Point 1)



After touching down, steel yourself for battle: You must deal with several drones from the Red Ribbon Army, to the left.



As we learned from future Gohan<sup>®</sup> at the outset, smash all rocks you come across to unearth energy and health.

### TIP

Up until the end of the game, the rocks and debris scattered about the world contain health or energy (in varying quantities) if you need it. In other words, if your health and energy are full, the rocks, etc., will be empty and vice versa.



These guys don't mete out much damage, but they deliver a nasty electrical shock to each of the cardinal directions.



Continuing north, squash a couple more bugs to shut down the electrified fence barring Gohan's<sup>®</sup> path.

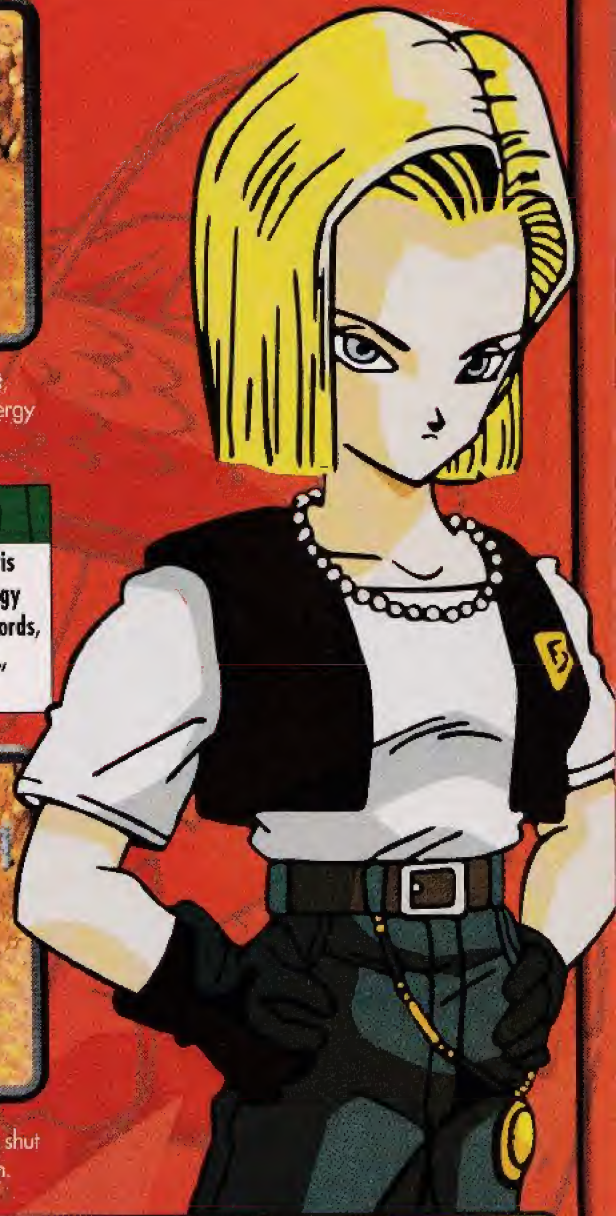
### Downing the Drones



You encounter these little menaces throughout the course of your adventure and at ever-increasing degrees of deadliness.

To deal with these miscreants, come at them from the diagonals, fists (and feet) flying. Because they're restricted to the four cardinal directions (north, south, east, west), you can make short work of them.

Mind that in packs they are deadly beyond words, so watch your back!



## Dragon Ball Z<sup>®</sup>

### Legends: The Red Ribbon Army



While not actually a legend of *Dragon Ball Z*<sup>®</sup>, the Red Ribbon Army made its name in the original *Dragon Ball*<sup>®</sup> series and was single-handedly defeated by a young Goku<sup>®</sup>.

Commander Red<sup>™</sup> and Assistant Black<sup>™</sup> led the army. Commander Red<sup>™</sup> longed to make the Dragon Balls<sup>®</sup> his own so he could make an important wish: a generous increase in stature.

That didn't sit well with Assistant Black<sup>™</sup> or the troops and, before long, Commander Red<sup>™</sup> had exited the picture in a most unhealthy fashion, giving birth to the short-lived Black Ribbon Army....





After the fence is unplugged, continue north to the next screen and dispatch the tiger strutting around.



Take the left path for a detour and sightseeing excursion.



As you enter the next screen, you have to battle another tiger, then continue left and to the north.



One more tiger makes your acquaintance. Dispatch him. You should now be at or close to level 31!

### NOTE (Map Point 2)



Look north to see the yawning chasm reaching into the depths. Make a mental note, because we'll be back.



After you head to the right, turn north and go up a narrow pathway, into the jaws of two more tigers.

### CAUTION

Never forget that enemies re-spawn when you leave an area and come back. And while that is a boon for leveling up, it can also get you torn limb from limb.



Jet off to the left (smash the nearby boulder if you need to) and dispatch two more tigers before following the road as it twists north.

### Character Barrier (Map Point 3)



Here is a barred doorway that will only open for Gohan's dad, Gaku. Remember it (we'll be back) and, hey, what's that Namek doin' down there? Hmmm.



Backtracking, head to the right and jog along the road as it snakes north, past a raptor skeleton and another tiger.





# A VISITOR FROM THE FUTURE



On the next screen, spy another drone looking for trouble. Wait till it turns its back, then pound it into aluminum foil.

## TIP

To deal with multiple enemies, peel off or "pull" one of them at a time. Slowly make your way toward an enemy and, after he gets an eyeful, beat a hasty retreat. This way you can lynch lone enemies in safety.

## Save Point (Map Point 4)



A few more swift steps to the north lies a Save Point. Check in, as nothing's worse than repeating all that hard-won progress.

## Flight Circle (Map Point 6)



After touching down at the feet of Krillin®, head to the right and down the short path to capture a +1 Strength capsule.

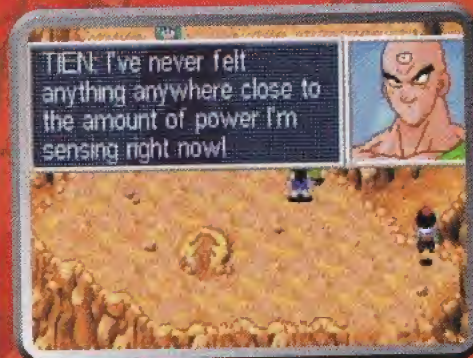
## NOTE

You can use ability-boosting capsules at any point. But just because you can, doesn't mean you should (in other words, don't dip into them yet).

## Flight Circle (Map Point 5)



After saving, go to the nearby Flight Circle and, with a press of **A**, away we go.



Head up and chat with Chiaotzu™, Tien™, and Krillin® to get the lowdown.



Continuing north, dispatch another drone and tiger before moving on.





## Big Trouble



After that's done, head north till you meet Piccolo™. The Namek™ warrior delivers a dire speech, but the battle must go on.

## Get Ready (Map Point 7)



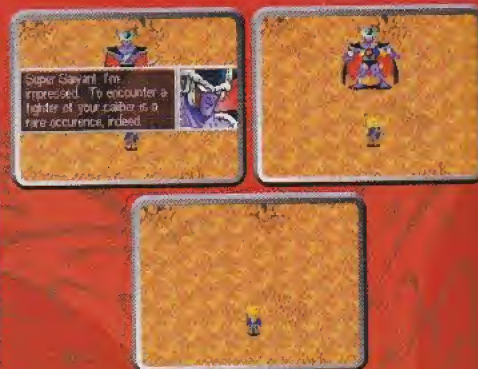
Ready for battle? Head past Piccolo™ and onto the next screen to find...



Frieza's® back, and he brought his poppa, King Cold™, with him—not to mention a small army of surly troublemakers itchin' for a fight. However, all is not lost....



What's this? A young man claiming to be a true Super Saiyan has arrived and is carving up King Cold's™ forces with reckless abandon, finishing the job with Frieza™ himself!



This young upstart is even a match for the mighty King Cold™!



Frieza's® attempt at revenge dashed to bits, the lavender-haired teen predicts the impending return of Goku™ to Earth!



Talk to your people, then hit the Flight Circle nearby to follow the enigmatic stranger into the wild blue yonder.





# A VISITOR FROM THE FUTURE

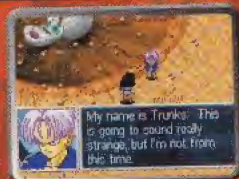
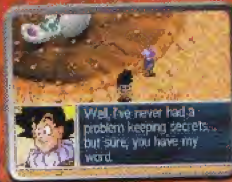
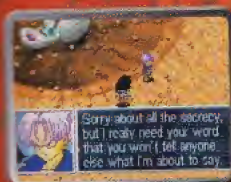


After touching down, trot to the left and have a long conversation with this unusual character.



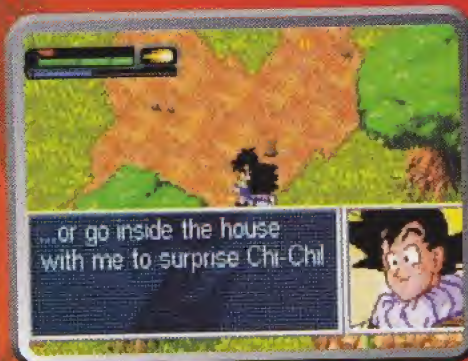
Moments later, you hear a thunderous crash! Emerging from a nearby space pod is...Goku®.

## A Private Conversation

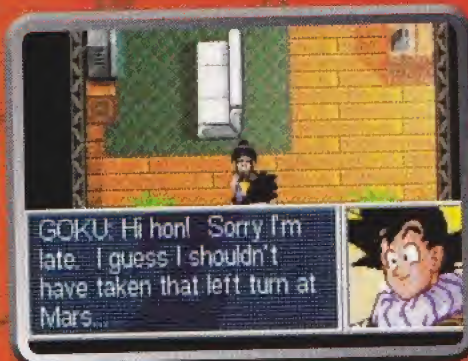


You learn who this strange character is and how he knew of Goku® and Frieza's® returns. Goku® also learns that the future is not a bright one for him or his loved ones...

## A Brief Homecoming



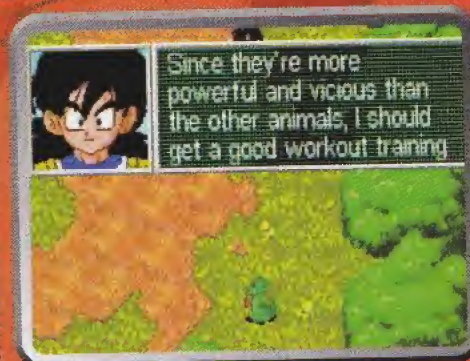
After Goku® gets through explaining it all, he and Gohan® head home for some quiet time before the land is cast into chaos.



Head into the house and surprise Chi-Chi™, then make a beeline south as Goku® recommends.

## TIP

Because of Garlic Jr.'s™ Blackwater Mist, the forest creatures have become overly aggressive and strong.



Here is a training grounds. Boost your levels by whacking various snakes and other unfriendly woodland creatures.

## TIP

Every time you level up, save the game. Make your way north, past Gohan's® home, each time you earn a level in this area.

## World Map Sign



After you have your fill of whacking, head to the center of the clearing and press **A** while facing the World Map Sign.





#### Next Time on Dragon Ball Z: The Legacy of Goku II ....



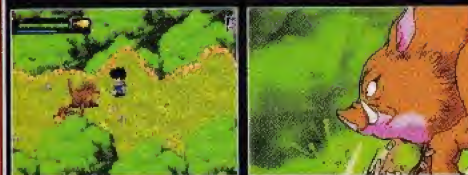
Goku® and Gohan® go to West City to meet with Piccolo™ and prepare for the trials ahead.



Upon arriving, they find a stalled parade being thrown for the "mighty" Hercule™ after he banished a warlord to the hinterlands.



The search for Piccolo™ stymied, Gohan® must rescue a busload of children from West City's wilds.



Discover this and more in the next chapter of *Dragon Ball Z: Legacy of Goku II™*, *Preparing for the Invasion...*

#### News from NAMEK™

#### The Garlic Jr.™ Saga



The Z Fighters are back on Earth, and Goku® reportedly has survived Namek's™ explosion and is on his way home. Things are peaceful and then trouble arrives.

Garlic Jr.™ has amazingly escaped the Dead Zone, where he has been trapped. Now he and his henchmen, the Spice Boys (Vinegar™, Mustard™, Spice™, and Salt™), plan to eliminate Kami™, the originator of the Earth's Dragon Balls®. Garlic Jr.™ arrives on Kami's™ Lookout and entraps both Kami™ and his assistant, Mr. Popo™, in small glass bottles. With the guardian of Earth trapped, Garlic Jr.™ releases the Blackwater Mist which, when breathed in, causes people to turn into evil beings. As Garlic Jr.™ releases the Blackwater Mist over the land, people begin to change. They come totally under the spell of him and his henchmen.

Gohan®, Krillin®, and Maron™ (Krillin's® new girlfriend) were swimming in the ocean as the mist descended, and consequently escaped the bad effects of the mist. However, the rest of the Dragon Ball Z® gang who are on Master Roshi's® island are not so lucky. Master Roshi®, Chi-Chi™, Yamcha®, Puar™, Oolong™, and Bulma™ all fall prey to Garlic Jr.'s™ evil plan and are transformed. A battle ensues between those transformed and those who managed to escape the mist. Maron™, Krillin®, and Gohan® are seriously outnumbered, and things look grim.

Fortunately Piccolo™ comes to help. As Piccolo™ holds off the attackers, he instructs Krillin® and Gohan® to take off and retrieve the Sacred Water. Only the Sacred Water can reverse the evil effects of the Blackwater Mist. Maron™ also insists on going, despite Krillin's® strong objections. Krillin®, Gohan®, and Maron™ first stop at Korin's™ Tower, leaving Yajirobe™ and Korin™ to look after Maron™. Afterward they go to Kami's™ Lookout, where they are ambushed by Garlic Jr.™ and his henchmen, the Spice Boys. Joining Garlic Jr.'s™ evil entourage is Piccolo™, who appears to have been transformed into a monster. As the battle rages between the two groups, Piccolo™ surprises everyone, since he had only been pretending to be a savage monster. As a result, he breaks the bottles holding Kami™ and Mr. Popo™, setting them free.

Kami™ sets out with Mr. Popo™ to retrieve the Sacred Water, but to do so they'll have to cross the Graveyard of Guardians, where all the previous guardians of Earth reside. The trip is very perilous, but together they manage to retrieve the Sacred Water. When Kami™ and Mr. Popo™ release the Sacred Water, the Earthlings revert to normal. Garlic Jr.™ transforms into a raging beast and all looks grim because Garlic Jr.™ is immortal. He is eventually trapped once again in the Dead Zone Vortex.

Krillin® announces that he and his girlfriend, Maron™ are almost engaged. In order to make her happy he decides to get a Mermaid's Tear (a pearl). However, upon seeing the pearl, Krillin® changes his mind and leaves the pearl to the nice fish who are protecting it. Maron™ (who is always quick to flirt with others) sees a handsome hunk in a sports car and takes off with him. Heartbroken, Krillin® convinces himself it was for the best, anyway. During this saga, Goku® is still on his way back from Namek™ on the spaceship.

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®





# PREPARING FOR THE INVASION

## PREPARING FOR THE INVASION



### Last Time on Dragon Ball Z®: The Legacy of Gokū II™ ....



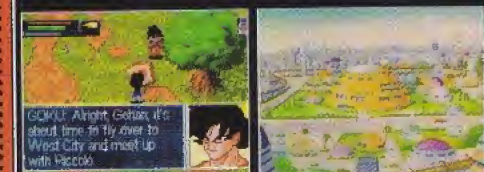
Frieza® and King Cold™ returned to destroy Earth, but a mysterious visitor destroyed them.



The Z Fighters learned that his name was Trunks® and that Gokū's® return was imminent.



A short time later, Gokū® returned to Earth in a space pod and Trunks® (as he is now known) tells him a dire tale of the future.



Now cognizant of the impending Android™ invasion three years hence (and with full knowledge of his death), Gokū® heads to West City with Gohan® and begins *Preparing for the Invasion*....

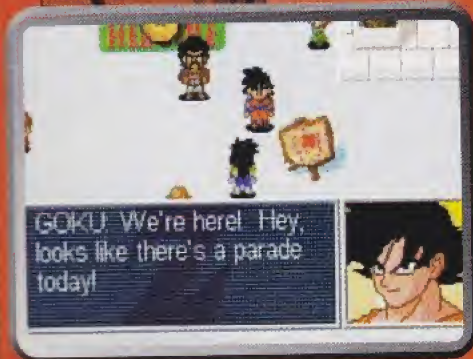




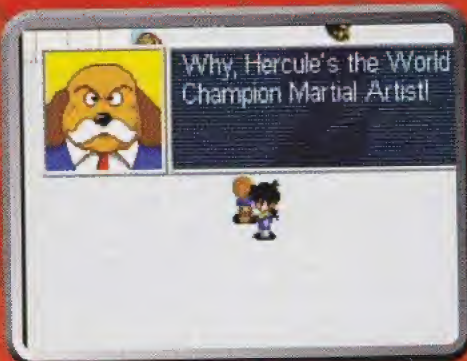
## NOTE

Preparing for the Invasion is one of the longest and most involved chapters in the game. It is broken up into four quests.

## Starting Out (Map Point 1)



Arriving in West City, Goku® and Gohan® discover that there is a parade today in honor of Hercule™!



Speak to the mayor and find out what's going on, then speak to Hercule™ (getting his autograph in the process). Let's go see Bulma™ at Capsule Corp.

## NOTE

We'll be back to deal with Hercule™ and his open-faced sandwich.

## Capsule Corp. (Map Point 2)



Head to Capsule Corp. Find the entrance to it from West City in the map's lower-right corner.



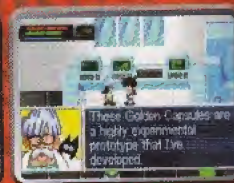
Speak to Goku®, then hit the Save Circle to the right of Capsule Corp.'s entrance for good measure.



Enter Capsule Corp., pass the receptionist's desk, and take the first hall leading right.



In the next hall, take the first doorway leading south and into Dr. Briefs's™ laboratory.



Head to the right, and to Dr. Briefs™ as he goes about his day, inventing the great wonders of the world. He fills you in on his missing Golden Capsules, of which there are 25. Find them all, and he'll give you something special.

## NOTE

Turn to the special sealed section at the back of this guide for the nitty-gritty on every Golden Capsule in the game.





# PREPARING FOR THE INVASION

## Joy Ridin'



Check out the automobile in Dr. Briefs's™ lab. Look familiar? If you're a long-time fan who remembers every detail of Dragon Ball Z®, you'll recognize it as the car from Dragon Ball Z® Ep. 110, Goku's® Ordeal.

In this episode, Goku® and Piccolo™ try to secure their drivers' licenses because Chi-Chi™ wants a car.



Head out of the lab and to the main lobby. From here, head through the left doorway.



Go through the next doorway, then head up the stairs to the second floor door and go through.



Round another bend and you go into the Briefs's™ living quarters, and see Mrs. Briefs™. Speak to her and she gives Gohan® up to 99 cookies. Each cookie replenishes lost health.

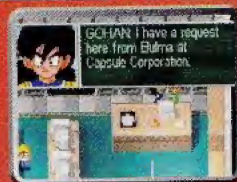
## TIP

Come back to Mrs. Briefs™ periodically to stock up on cookies.

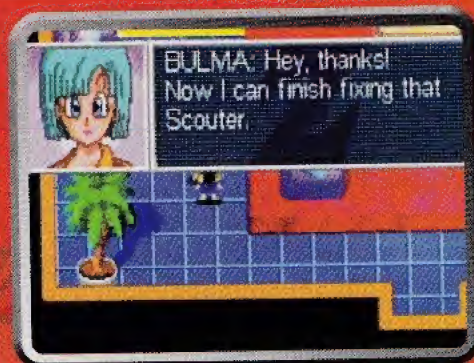


Laden with cookies, head north through the next two doorways to chat with Bulma™ about a device called a Scouter. She gives Gohan® a note and sends him to the hardware store in West City to retrieve some parts. Go out the back door to find a capsule.

## Head to the Circuit Shack (Map Point 3)



Head out of Capsule Corp. and to West City, all the way across town, to the hardware store. Talk to the man in charge and he gives you the items Bulma™ needs. Go to Bulma™ at Capsule Corp.



Hand the parts to Bulma™. She fixes the Scouter for you, which is an invaluable device for mapping your way and scanning enemies.

## NOTE

In case you missed it, use **[R]** to access your surrounding area map and **[SELECT]** to pull up its Scan mode. Once in Scan mode use **[A]** to zero in on a subject.



Now that you're equipped with one of the game's most important devices, head to Capsule Corp. There's a spot of trouble.





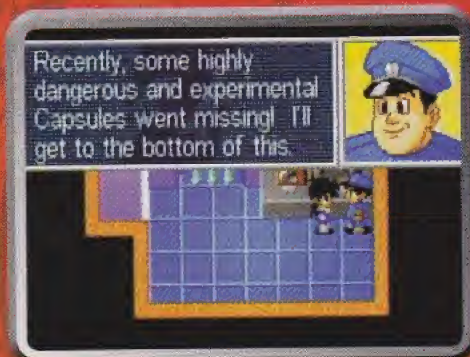
# DRAGON BALL Z

## THE LEGACY OF GOKU II

### PRIMA'S OFFICIAL STRATEGY GUIDE



Head through the doorway to the right (the one that leads to Dr. Briefs's™ lab) then continue right to the end of the hall and through the next doorway.



A quick conversation with the security guard fills you in on a bit of corporate espionage taking place in Capsule Corp. He gives you a Blue Access Card and sends you on your way.



Head to the lobby through the left door, and head down the stairs to the basement door.



Inside are a couple of capsules, so scoop them up and head to the stairwell.



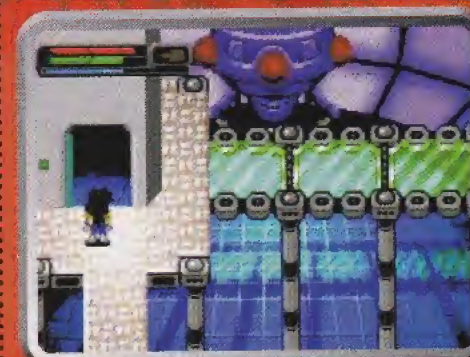
Proceed across the catwalk, past the big robot in the background, and use your Blue Access Card to enter the door on the opposite end.



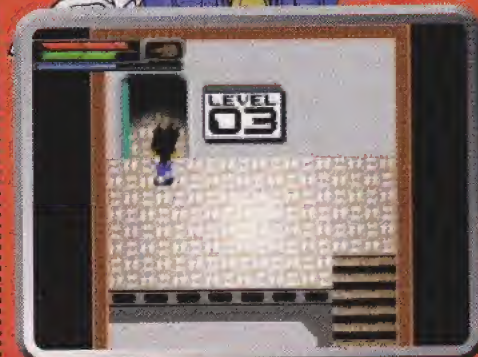
Head to the room's top and left to a red button. Press it with (A), then head back and save your game.

### CAUTION

If you don't have full health/energy, load up before taking the next step (eat some of your cookies if need be).



The door across the catwalk is now unlocked. Head over and through to find...



Go up the stairs to the third floor and head through that doorway.





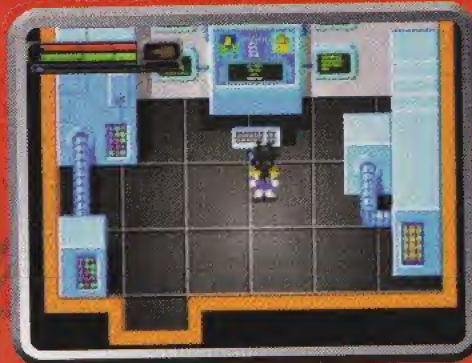
# PREPARING FOR THE INVASION



...the corporate spy! Confront him and he folds, but not before loosing a wolf on Gohan!



Gohan® takes the fiend into custody and brings him to the security chief. As a reward, you get a Red Access Card!



From this computer, you can access the data on the friends and foes you've scanned with the Scouter to that point.

## Boss Battle: Crying Wolf

Beating the wolf isn't complex. Follow these steps, and he'll be a crying wolf in no time:

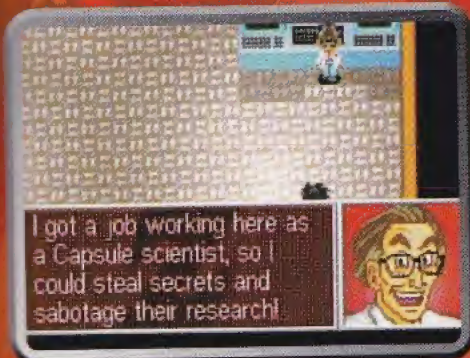


1. Put some space between yourself and the wolf, then pummel it with energy blasts until you run out.

2. Finish it with melee attacks.



3. If you get low on health, remember: You have many cookies, so use them—you can always get more.



With the wolf reduced to a pelt, the interloper spills his guts. Off to security we go.



Head out the left doorway, then through the door north and into the computer room.



Head to the main lobby and head north through the large doors and into the Atrium.

## NOTE

As you saunter into the Atrium, take note of the fountain and pedestals. They look curiously empty, don't they?



Follow the path as it twists left, then take the first branch heading north toward the yellow building, but do not go in yet.



## CAUTION

Although you can't perish in the dojo, make a note of it, then come back when you gain experience. If you insist, however, check out the "Ready to Rumble?" section.

## Ready to Rumble?



Uh-oh....

Inside the dojo, Yamcha® is waiting. He attacks you when you step inside.

Dealing with Yamcha® isn't easy until you've leveled up many times. However, you can beat him if you master the Pinball technique entailed in the "100% Strategy" section.

To beat Yamcha®:

1. Have full health and energy before entering the dojo.
2. Have a good grip on the Pinball technique.
3. Whittle him down with energy blasts before attacking with fists.
4. Shatter the pots scattered around the northern part of the dojo to get more energy/health.

Not looking good....



Trying to take out Yamcha® at low levels is difficult. If you manage it, there are others yet to come....



Typical results this early on....

## NOTE

Turn to "Loose Ends" to find out how to deal with Yamcha® and his cohorts after you level up more.



Capsule Corp. cleared (for the time being), head out the main entrance and hit the Save Circle to record your progress.

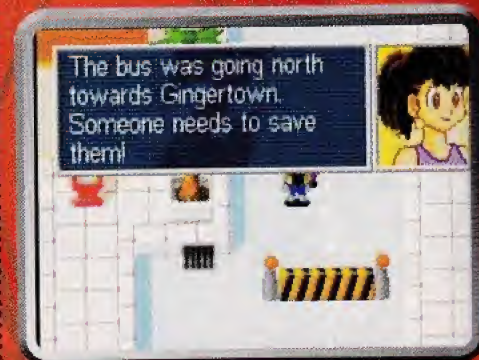


From here, it's time to get on track and get Hercule™ that sandwich he's demanding, so head left into West City.

## Cement Barrier (Map Point 4)



Go to the left into West City. Head due north, until you reach a small cement barrier.



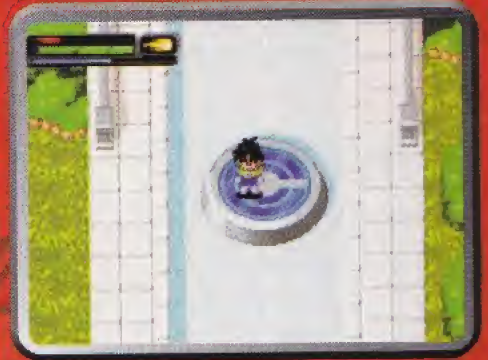
Past the barrier, speak to the lady in the purple dress and she tells you her awful tale. This looks like a job for Gohan®! Head due north to save the kids.





# PREPARE FOR THE INVASION

Save the  
Schoolchildren  
(Map Point 1)



Go to the Save Circle to record your progress before continuing west.



You come across two pacing wolves. They are much weaker than the one you faced in Capsule Corp.



Continuing west, the path swings north into another set of wolves. Send them away howling.





#### Missing Child #1 (Map Point 2)



The path continues east, and into a small clearing with two more wolves and some snakes. Dispatch them, then head north, not east (yet).



Following the trail, continue south as it leads to the first of the lost schoolchildren! Three more to go.



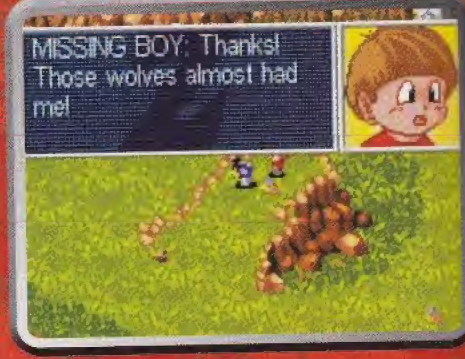
Return to the clearing where the four wolves frolic. Bowl a strike to clear them out, then head north.



You enter a large clearing with another lost child surrounded by three wolves. Use your energy blasts to dispatch the wolves.



#### Missing Child #2 (Map Point 3)



Gather up the scared young lad. That makes two, with two more to go.

**TIP**  
You can replenish your health and energy by leaving and re-entering the area the second child was in. Keep smashing the large boulder in the upper-right to score the goodies.



Head due south, through the four wolves, past the set of snakes and wolves, and to the east.



You come across two Red Ribbon drones hovering in the street. Smack them out of the sky, then jog to the right.

#### NOTE

The Bowling technique is covered in the "100% Strategy" section.

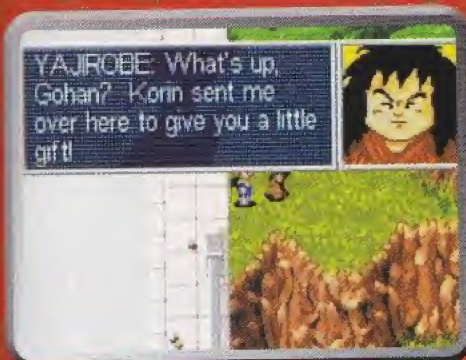


Take the left path (we'll head north in a few moments), and you come across a lone wolf.



# PREPARING FOR THE INVASION

## Yajirobe™ (Map Point 4)



Hey, it's Yajirobe™! And he has a present for you courtesy of Korin™: a Senzu Bean. After handing that over, he leaves.

### TIP

Senzu Beans are valuable: Do not use one unless you must, and only in dire situations.

## Dragon Ball Z®

## Legends: Senzu Beans

Senzu Beans are grown by Korin™, who resides outside of Kami's™ Lookout. These magical beans restore a Z Fighter to complete health and energy. These life savers have been a boon to the Z Fighters on occasions too numerous to count.



Head north, following the road as it unwinds to the next screen and two Tiger Bandits. Soften 'em up with some energy blasts, then trounce them with a few punches and kicks.



Head up the narrow path in the upper-right corner and into the next area (break that nearby boulder for some goodies).



On the next two ridges, you have to deal with a pair of snakes apiece. Use your energy attacks to dispatch them from afar.



The third ridge up, there are a wolf and a cave's entrance. Toast the wolf, then head inside.

## Missing Child #3 (Map Point 5)



In the cave you find a lost little girl. Rescue her, then record your progress at the Save Circle.





#### Flight Circle (Map Point 6)



Head out from the cave, dispatch the wolf again, then jog up the next pathway heading north to deal with another wolf.

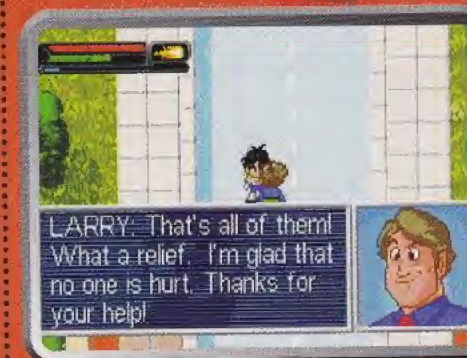
On the opposite side you find a Flight Circle. Hit it to follow the skid marks leading down.

#### Missing Child #4 (Map Point 7)



One more takes you to the top of the hill and to a blocked roadway. Skin the nearby snake, then continue west.

When you touch down, you find the wrecked school bus. Behind it you also find the fourth, and final, missing child!



You come upon three snakes. Open fire and dust 'em, then continue across the bridge.

With the last child accounted for, head back down to the foot of the mountain (Map Point 1) and speak to Larry to share the good news. Back to West City!

#### Newsstand (Map Point 6)



After the children have been rescued, head over to the newsstand to collect a newspaper. You need this to get Hercule™ his sandwich.

#### Big Mouth™ (Map Point 7)



Jog over to Big Mouth's™ shop and trade the newspaper for an open-faced sandwich. That should shut up that blowhard Hercule™ and get the parade going, right?





# PREPARING FOR THE INVASION

## Back to Hercule™ (Map Point 1)



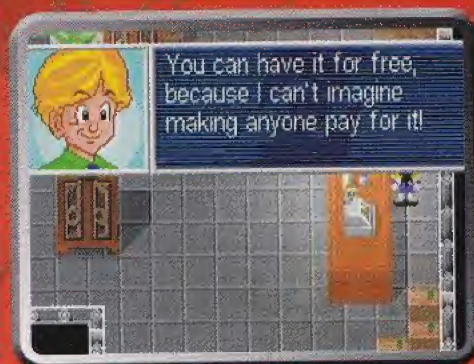
You've gone through trials and tribulations, but you finally have what Hercule™ is looking for, right? Well, sort of. Unfortunately, the parade music isn't to his liking, so now you have to fetch a record of his favorite song to get things going. Gohan's® work is never done, it seems.

## Doctor Vinyl (Map Point 8)



Log west to the record store, where Gohan® learns that *Eyes of the Lion* is long out of print. Hit the antique shop!

## West City Antiquities (Map Point 9)



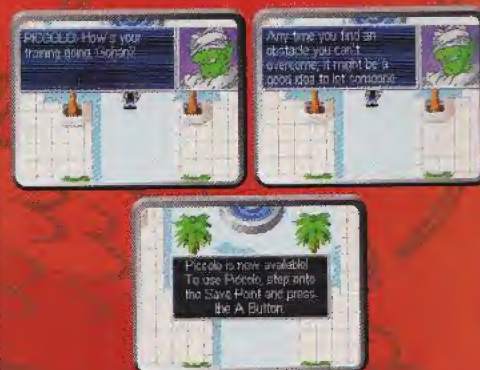
A quick run to the north gets Gohan® what he needs: a recording of Silver Spider's "classic" *Eyes of the Lion*!

## Parade Time (Map Point 1)



You have the record and Hercule™ has his sandwich, so it sounds like he's all out of excuses. Head back to the parade start and hand over the record to get this show on the road.

## Piccolo™ at Last! (Map Point 11)



Head north to pick up Piccolo™! From this point forward, you can switch between Gohan® and Piccolo™ from any Save Circle.



Now that Piccolo™ is unlocked, head to the Save Circle and switch over to him for a while. Save after the switch.



Head north after switching to Piccolo™ and speak to the mayor. He implores you to save a small village to the south that's being tormented by some large saurians.

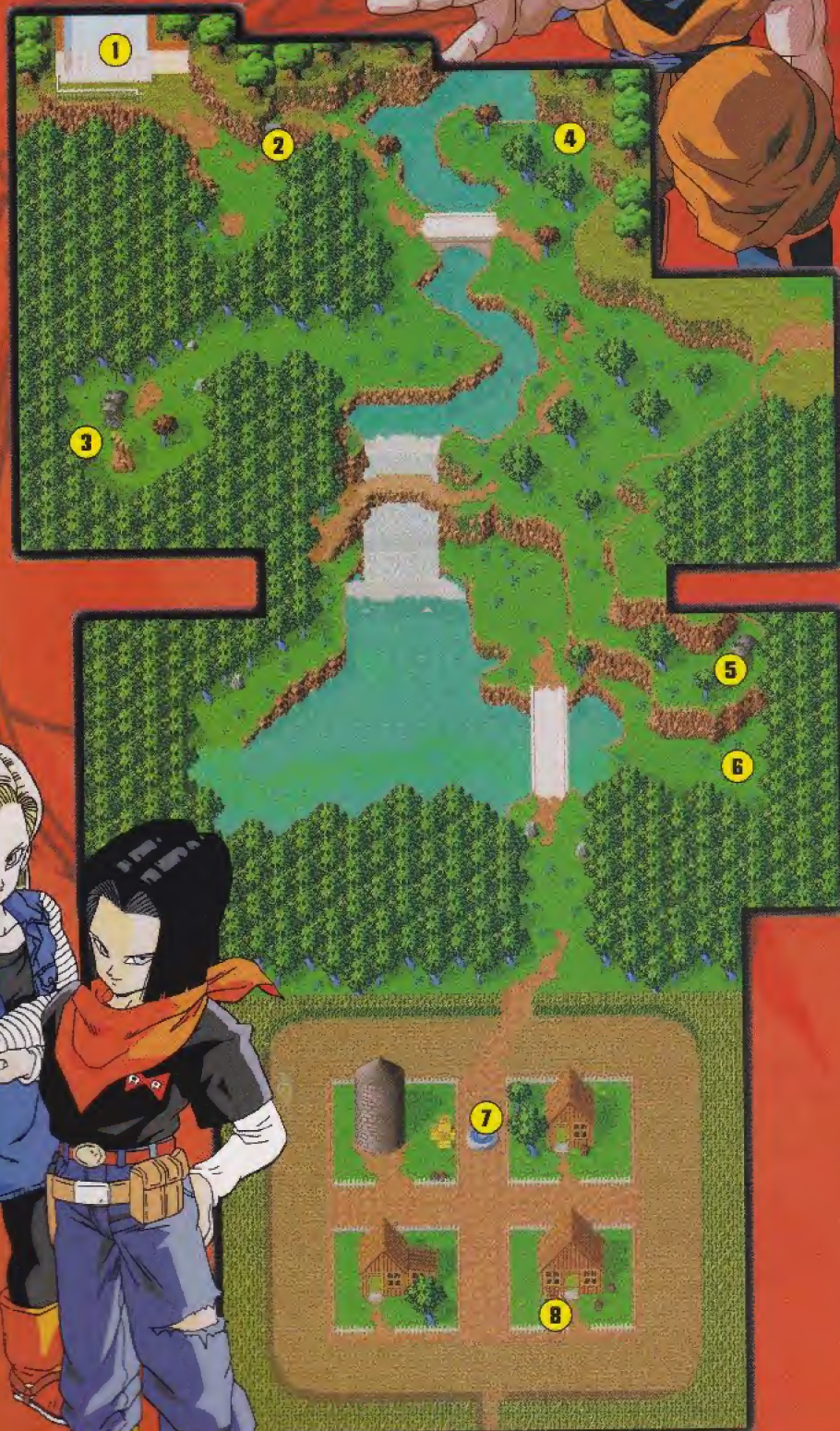
## Dragon Ball Z® Legends: Gohan's® Mentor

Once upon a time, Goku® and Piccolo™ were the fiercest of rivals, but that began to change when Gohan's® true past was revealed and Earth was threatened by the arrival of the Saiyans (Raditz™, initially). From there, an alliance was forged that grew from begrudging respect to a strong friendship. More importantly, Piccolo™ became a mentor to Gohan®, training him and taking him under his wing almost as a stepfather during Gohan's® absence.





### Save the Village from the Triceratops King (Map Point 12)



Head south from the mayor's offices and enter Triceratops Jungle to save the villagers from the rampaging saurian.

### Character Gate (Map Point 2)



After entering Triceratops Jungle, move southeast and spy a level 10 Piccolo gate. Thankfully, Piccolo is there already, so smash it and move on.





# PREPARING FOR THE INVASION

## Dragon Ball Z®

### *Legends: Aren't Dinosaurs Extinct?*

In the Akira Toriyama-imagined Earth of Dragon Ball®, dinosaurs are not extinct, nor are they rare.

## Character Gate (Map Point 4)



To the north of the bridge lies a Character Gate, but it's for Trunks®. You'll be back later.



As you enter the next screen, you come across the first (of many) Kuma Mercenaries. Be careful with these! They're tough at first, so use your energy blasts to finish this one.



Head across the bridge leading east, but watch for the mercenary patrolling back and forth, as well as his buddy across the way.



Head south to the next screen, and watch for the mercenary coming in from your right.



As you edge farther south, you can sneak up on three more mercenaries and shell them from afar or run up and bash in their heads.



Continue due south and you come upon another mercenary. Deal with him, then continue to the next screen.

## Capsule (Map Point 5)



Follow the ridge as it edges east to encounter a purple Tiger Bandit. Either smoke him or hug the northern wall, snag the Endurance capsule, head back. Go for the experience!



Return to the previous screen, then make a beeline west, across a bridge over a cascading waterfall. Mind the re-spawning mercenary as you enter the screen!



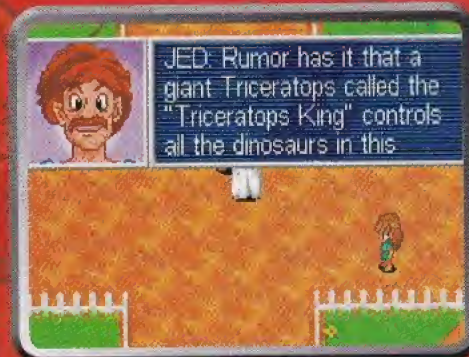


Go under the waterfall, heading east, to find a mercenary. Zap him, then follow the road due south.

### Save Circle (Map Point 7)



This takes you into the village the mayor mentioned. Watch the outer rim as several small, perturbed triceratops try to mow you down, then hit the Save Circle.



Chat with the various villagers and they tell you how harrowing it's been living under the Triceratops King's reign.

### Capsule (Map Point 8)



Before continuing south for a reckoning with the Triceratops King, go to the lower right house and crack open the chest to get a +1 Strength capsule.



Go south, across the triceratops "zone," and out the gap in corn rows to the next area.

### CAUTION

This next section is tricky and requires speedy hands. If you get bowled over too often, let the game end and re-start from the village—you need your strength for the battle ahead.



### Corn Row Maze





# PREPARING FOR THE INVASION



From here, mind the two sets of dinos running in the top and bottom rows. Pick a row as one or the other retreats, then run to the gap between the two rows for a breather.



From the safety of the gap, wait till the triceratops moving north and south pass heading north. Run south until it dead ends and turns right. Hold there for a moment.



As you enter the corn "maze," immediately stop and let the triceratops running toward you reverse direction and start heading south.



Exiting the safety of the gap, head north till the path forces Piccolo™ west. Pause for a moment, let the triceratops start running away, then run left.



As the final set of triceratops migrates northward, dash after and past them as they turn left, and stop here for a moment before proceeding.



When they move away, run south till you see the first bite in the corn rows. Duck in and hide there until they storm past going north.



Head up and around, mind the triceratops once more, then head right. Pause as the route turns south, then make for the gap on the right as another set of triceratops heads away.



When they pass, run south until you hit a wall, then turn and run east until you enter the next screen.

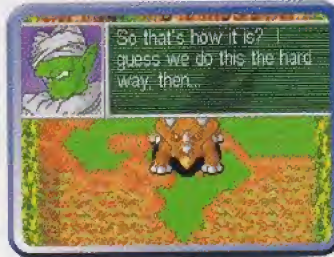
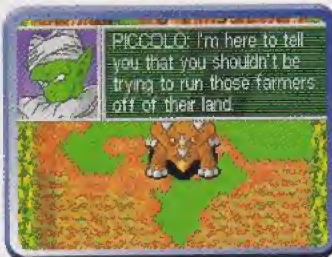
## CAUTION

The next screen houses the Triceratops King: he's big, bad, and really angry. Have full health (eat some cookies if need be), then get ready to rumble.





## The Triceratops King



While Piccolo™ (or Gohan®) tries to talk reason to this raging behemoth, it falls on deaf ears—you're going to have to use fists.



1. Use your energy blasts (until they run out) to wear him down. You can't hit him if he's off screen.



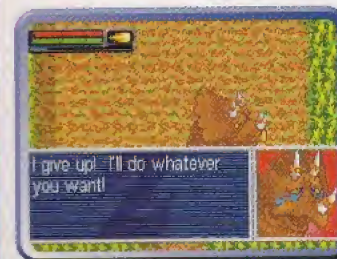
2. The safest way to beat him is to peck him to death: Wait until he charges, sidestep, punch him in the side a few times, repeat. You can tell he's going to charge when he pauses and shakes.



3. If you've got Pinballing down, he never gets a chance to recover once you begin pummeling him.



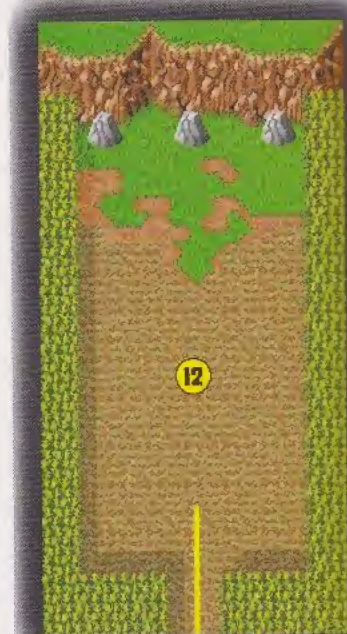
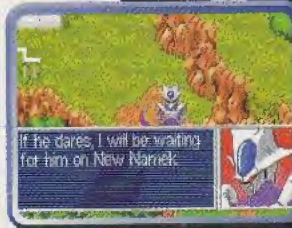
4. Smash the boulders at the top edge of this area if you need the health.



Battered, and not a little chastened, the Triceratops King relents and Piccolo™ is returned to the village with a new Flight Circle in place. Next stop, City Hall!

## Meet Cooler™

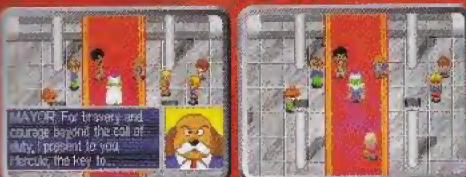
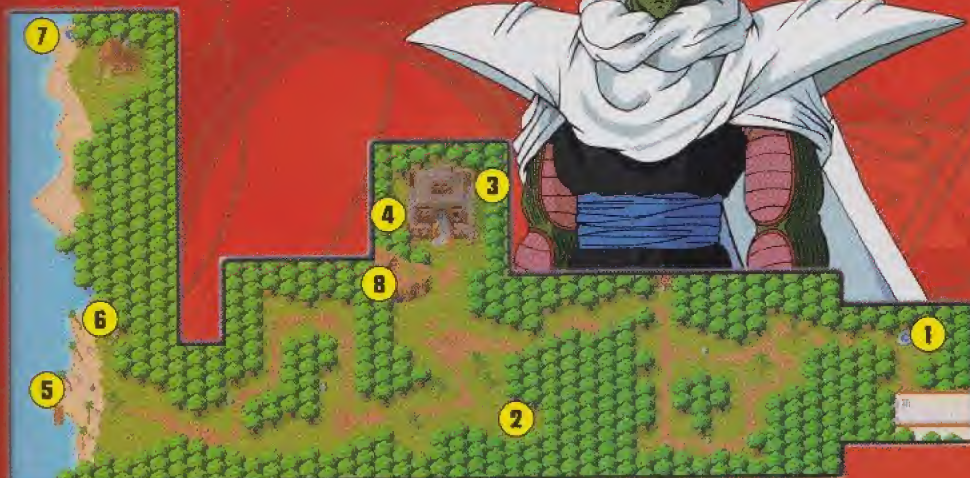
The Flight Circle deposits Piccolo™ south of West City. As he heads toward the city, however, Piccolo™ encounters Frieza's® brother, Cooler™. He makes a series of threats and flies off to New Namek™. You'll have to deal with him later.





# PREPARING FOR THE INVASION

## Retrieve the Stolen Key (Map Point 13)



Upon arriving at City Hall, Piccolo™ witnesses the theft of the City Key just as the mayor was presenting it to Hercule™ for his derring-do against the Warlord. Hercule™ won't be helping out here, so it falls to Piccolo™ (or Gohan™) to get the key back!



From the mayor's office, head to West City's lower-left corner to enter the Warlord's Domain. Speak to one of the guards and he'll let you in.

## Save Circle (Map Point 1)



Head north and stop at the Save Circle to record your progress before delving inside.



Head due west and come into a large empty clearing. You spy some Rocket Propelled Grenade-packin' Warlord's Henchmen and more Red Ribbon drones.

## TIP

Shoot down projectiles such as the rockets from the Warlord's Henchmen with your energy blasts.



Follow the clearing as it forces you to travel northwest and dispatch the Red Ribbon drone as you enter a narrow pathway.



Continue to the west and enter another large clearing populated by henchmen and Red Ribbon drones.

## TIP

This clearing is a good place to gain a lot of experience quickly. Keep leaving and re-entering to repopulate the area with cannon fodder and watch your levels soar.



## Capsule (Map Point 3)



Head north from the large clearing to find an abandoned fortress formerly belonging to the Warlord that Hercule™ (supposedly) dispatched. Inside you find a +1 Strength capsule.



Proceed from the abandoned fortress to the clearing's lower-left corner and west to the next screen.



Mind the henchman lurking as you enter the area. A few punches to the solar plexus take care of him.



Ignore the route heading north and continue west to the next area, tossing energy blasts as you enter the screen to nail the two henchmen lurking over yonder.

## Capsule (Map Point 5)



To the west, you run into a small army of henchmen. Use your energy blasts to pick them off at a distance, then go to the dock to snag a +1 Strength capsule.

## Flight Circle (Map Point 6)



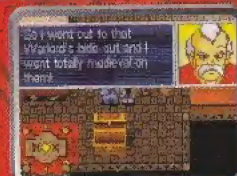
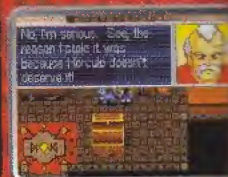
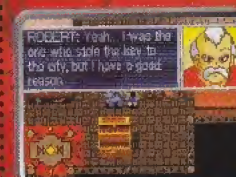
Continue north from there, dealing with a Red Ribbon "bot along the way, past three tigers (lurking to the right), and up to a Flight Circle.



Using the Flight Circle takes Gohan™ (or Piccolo™) over the trees and to a cabin in the woods.



Head inside and open the chest to get a +1 Endurance capsule then locate the pacing old man.



As it turns out, Hercule™ didn't defeat the Warlord—this old guy did. He unblocks the cave back by the abandoned fortress so Gohan™ can retrieve the City Key from within.

## TIP

Locate the punching bag in the corner of the hermit's abode. Every time you smack it, it gives you 1 exp. If you have a Game Boy Player and a controller with auto-fire, you can rack up a lot of experience, overnight, with little work.



# PREPARING FOR THE INVASION

## Save Circle (Map Point 7)



Back of the hermit's house is a Save Circle to record your progress.

## Key Cave (Map Point 8)



Head outside of the abandoned fortress and through the cave entrance.



Head inside the cave and retrieve the key, then make your way back to City Hall.



And so the ceremony goes on, whether Hercule™ deserves it or not.



Head home to meet with Goku® and prepare for some serious training. Hit the World Map Sign outside of City Hall (after you save) and away we go.



## Next Time on Dragon Ball Z®: The Legacy of Goku II™....



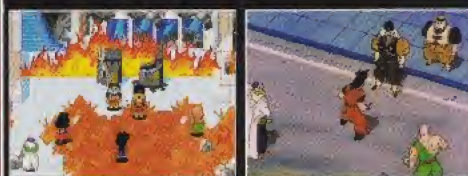
After three years of intense training, the Z Fighters are as ready as they can possibly be for Trunks'™ dire prediction.



A quick side trip to Master Roshi™ yields some valuable new weapons.



The moment has arrived and the Z Fighters converge on Amenbo Island for the fight of their lives.



All this and more in the next exciting chapter of Dragon Ball Z®: Legacy of Goku II™, The Androids™ Arrive....

## News from NAMEK™

### Shenron™ the Dragon



Like the Namek™ Dragon, Porunga™, Earth's Dragon, Shenron™, is summoned by gathering all seven of the Dragon Balls®. Shenron™ can bestow any wish as long as it does not exceed the power of its creator and as long as the creator still lives. In Shenron's™ case, the creator is Kami™. Unlike Porunga™, Shenron™ can only grant one wish per summoning.



# THE ANDROIDS™ ARRIVE



### Last Time on Dragon Ball Z™: The Legacy of Goku II™ ....



Gohan® and Piccolo™ spent some serious time righting wrongs in West City.



Saving villages, helping Dr. Brief™, and more were all in a day's work for our intrepid Z Fighters.



Soon enough it was time to get back together with Goku® and spend an arduous three years training for the impending onslaught.



Now the fateful day is here, and the Z Fighters are rushing to Amenbo Island to see if Trunks® dire prediction has come to pass as *The Androids™ Arrive....*

### NOTE

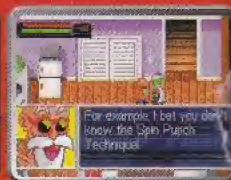
At the start of this chapter, Gohan® earns his Masenko Ha attack and Piccolo™ picks up the Special Beam Cannon.



The fateful day arrives and Goku®, Gohan®, and Piccolo™ travel to Amenbo Island to confront the onrushing Androids™.



But first, detour to Master Roshi's® Island to learn new techniques that may come in handy in the very near future.



Inside Kame® House, a quick conversation with Master Roshi® yields one new technique apiece for Gohan® and Piccolo™: the Super Kick and the Spin Punch, respectively.

### NOTE

Make sure you talk to Master Roshi® as both Piccolo™ and Gohan®. If you don't, only one will be upgraded.



New abilities mastered, it's time to head to Amenbo Island for the fateful moment.



Upon landing, have Gohan® talk to each of the Z Fighters to check up on them and see how things are going.

### TIP

This is a good time to use the Scouter to scan your friends: Remember, press **SELECT** and **A** to capture their profiles.



# THE ANDROIDS™ ARRIVE

## Yajirobe™



Another Senzu Bean in hand, Yajirobe™ does his thing then hangs around...at least until the Androids™ show up.



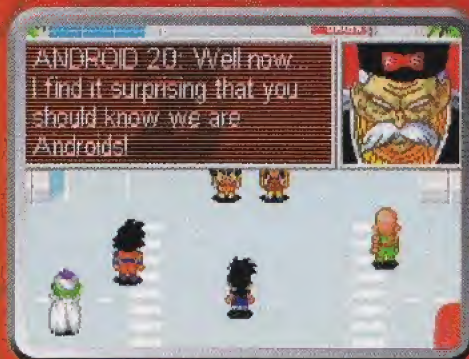
The Androids™ arrive! Quickly losing sight of them, the Z Fighters launch into a desperate search. Hit the Flight Circle to join the hunt.



Gohan® touches down in Sasebo ready to track the Androids™. Start heading north, following the street.



Before long, Yamcha®, much to his chagrin, finds the Androids™!



The Androids™ are intrigued that the Z Fighters knew they were coming, but just to show they mean business they destroy blocks of Sasebo, killing everyone there!



Goku®, enraged, leads the Androids™ to a safer battleground—one devoid of innocent bystanders.

## Where Is Vegeta®?



While the Androids™ wreak havoc on Earth and the Z Fighters do their best to hold them at bay, Vegeta® is raging alone in deep space.



## Dragon Ball Z® Legends: You Say Goku®, I Say Kakarot™

Why does Vegeta® constantly call Goku® Kakarot™?

As it turns out, Goku's® birth name is Kakarot™, the name given to him by his Saiyan father before Goku® was sent to Earth and, subsequently, lost his memory. It's a good thing, too, because Kakarot™ wasn't exactly the nicest guy going (he was supposed to destroy the Earth).



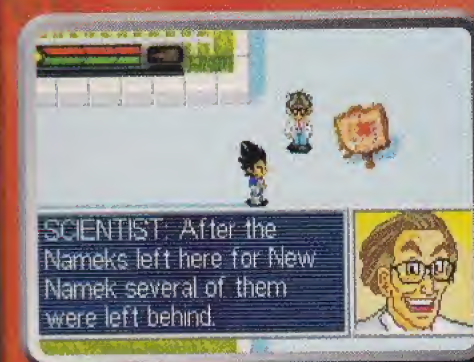
## Southern Continent Start (Map Point 1)



Raging at the universe, Vegeta® finally manages to transform into a Super Saiyan!



Now controlling Vegeta®, head north and into the Capsule Corp. ship situated nearby so that Vegeta® can return to Earth.



Head right after Vegeta® arrives outside Capsule Corp. On your way to the World Map Sign, you learn about the seven missing Nameks™.

### NOTE

As with the Golden Capsules, we'll point out all seven of the missing Nameks™ in the sealed section at the back of this guide.





# THE ANDROIDS™ ARRIVE



Vegeta® arrives at the Southern Continent, a man on a mission. But will he be prepared for what he finds?

## Meanwhile....



As Vegeta® embarks on his trek to find Goku®, the Z Fighters are busy sizing up the Androids™ and vice versa. Much to the surprise of the Androids™, however, Goku® has attained the level of Super Saiyan! This may be the first time in history that an Android™ was caught in a sudden, cold sweat.



Move north; Vegeta® encounters five Tiger Bandits, some of which are armed with bombs. Use his energy blasts to send them packing.

## TIP

If you're getting overwhelmed, run back to the World Map Sign and take to the air to escape. It's better to live to fight another day, after all.



Now head all the way right to enter an area with two tigers. Show them what a true Saiyan prince is capable of.



Continue moving to the right and enter an open area with one tiger and a few boulders.

## TIP

This is a good place to replenish your health and energy if you've been taking a beating. Simply exit and re-enter the screen to respawn the boulders.



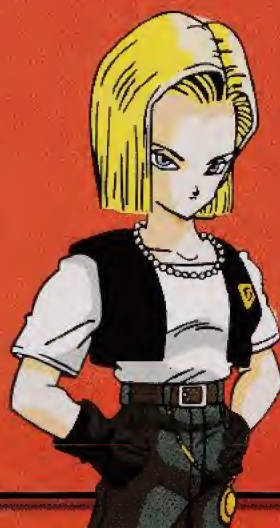
## Save Circle (Map Point 3)



When you're ready, take the road leading south, smash through two boulders, and use the Save Circle.



Head back the way you came. This time head right when you reach the next screen.





## Character Gate (Map Point 4)



Here you'll find a Character Gate that's usable only by Gohan®. However, you can't access him right now, so make a note of it—you'll be back.



Head back to the left, then north to the next area. Here you find seven Red Ribbon drones. They are naught but flies to a Saiyan prince—swat them!



Robots handily destroyed, head north through the now open gate.



You quickly come across a pair of tigers and another drone. What makes them think that if a legion of them couldn't stop you, these two can?



Take the left spur, leading north after you finish showing the Tiger Bandits the error of their ways.

### CAUTION

Before taking the next step make sure you're at maximum health and energy. You're going to need all of it in a moment.



Head right through a couple of baddies and follow the path as it heads due north to find...



...the Z Fighters watching as Goku® takes Android 19™ apart! Something's amiss!

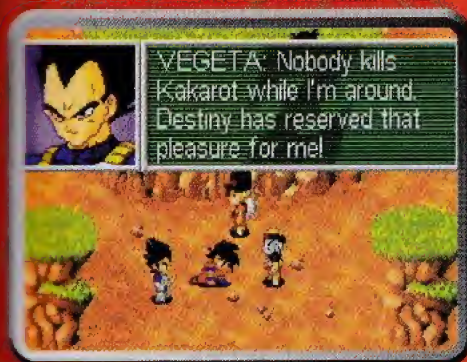


The mysterious heart ailment of which Trunks® foretold arrives and Goku® goes down with a whimper, Android 19™ moves in for the kill!





# THE ANDROIDS™ ARRIVE



But not if Vegeta® has anything to say about it!



Vegeta®, victorious over Android 19™, takes the fight to Android 20™ with the Z Fighters in hot pursuit.



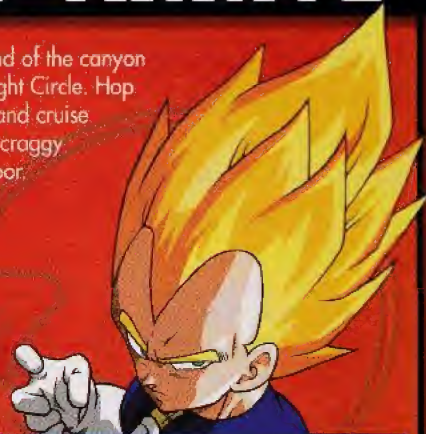
In control of Piccolo™ now, head north and hit the Save Circle, then decide if you want to take Vegeta® or Gohan® for a spin.

## CAUTION

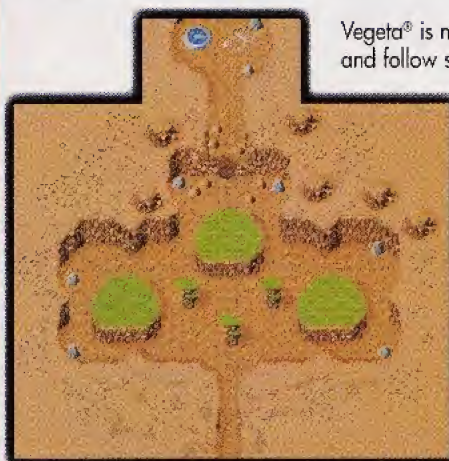
You have to tangle with Android 20™ after heading just north of here, so choose your character wisely.



At the end of the canyon lies a Flight Circle. Hop aboard and cruise over the craggy desert floor.



## Boss Battle: Android 19™



Vegeta® is more than a match for Android 19™, if you're careful and follow some basic rules:



1. As soon as the battle starts, back off and go to a corner of the map to safely activate Super Saiyan mode.



2. Once powered up, rush in and start pummeling Android 19™ mercilessly, using the Pinball technique to rock his robotic world.



3. As is always the case, if the momentum of the fight shifts against you, back off and regroup.



4. Use the boulders scattered about to replenish Vegeta®.



5. If you're hurting, use the mesas scattered about the area to confound Android 19™. You can safely trap him behind one and leave him there all day if you're careful.



6. Either use a hit-and-run strategy or, if you're a master, pummel him relentlessly. Android 19™ will succumb to Vegeta's® unfettered might.



Silly robot.



## Dragon Ball Z® Legends: Vegeta's® Long Road



Vegeta® has traveled a long and odd road throughout the Dragon Ball Z® saga.

Originally determined to beat Kakarot™ (Goku®) at all costs, he gradually, and glacially, moves to the side of the Z Fighters as each succeeding battle shows that he's not quite the self-absorbed fighter most seem to see.

The fact that he ends up fathering the Super Saiyan from the future, Trunks®, proves that he's not entirely absorbed in training and does bear some fatherly instincts.

### Boss Battle: Android 20™

Dealing with Android 20™ is like dealing with Android 19™...but harder:



1. Android 20™ is quicker and deadlier than Android 19™, plus there aren't nearly as many places to hide.



2. Find somewhere to transform into Super Saiyan (or Super Namek) form. Use the boulders and trees to stop Android 20's advance and buy some time.



3. Boulders are your friends: Break them open for their treasure.



4. You have to be aggressive with Android 20™—don't expect him to give you any breaks (except your bones, that is).



5. Dice 80 percent of his life and the battle is yours!



They never do.



Soon enough, Trunks® arrives on the scene and Vegeta® gets a bit flustered. In the confusion, Android 20™ makes his escape, threatening to unleash "17™ and 18™."



While he doesn't feature in this storyline, Ox-King®, a giant of a man, is Chi-Chi's™ father. Once a great fighter, he trained under Master Rashi® alongside Gohan®, Goku's® adoptive father. He, however, rarely fights any more. Ox-King® trained his daughter to be a formidable fighter so that she could protect herself and her family. He visits Goku® and Chi-Chi's™ house often and enjoys eating meatloaf.

### Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



After confronting the Androids™, the Z Fighters gather and give chase to Dr. Gero's™ hidden lab.



The route is treacherous and the way is barred, so the Z Fighters have their hands full finding the lab.



Nearly too late, the Z Fighters arrive to find that Androids 17™ and 18™ have been revived!



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, Dr. Gero's™ Laboratory....

Ox-King®

SOURCE: Dragon Ball Z® Official Website

(<http://www.dragonballz.com>), Courtesy of FUNimation®



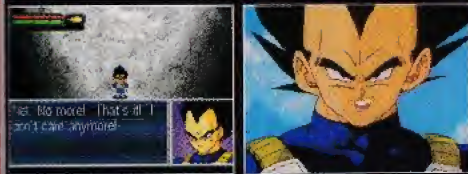
# DR. GERO'S™ LABORATORY

## DR. GERO'S™ LABORATORY

Last Time on *Dragon Ball Z™*:  
*The Legacy of Goku II™* ....



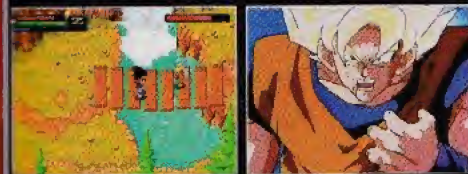
After three years, the Androids™ arrived and wreaked havoc on Sasebo city.



Meanwhile, Vegeta® returned from deep space with the powers of a Super Saiyan.



Tragically, in the midst of a fight, Goku® fell victim to the mysterious heart ailment that Trunks® predicted, and Vegeta® had to save the day.



Now the Z Fighters are in a race against time to prevent Android 20™ from reviving his other creations, Android 17™ and Android 18™ in Dr. Gero's™ Laboratory....









# DR. GERO'S™ LABORATORY

## TIP

Before taking off for the next leg of your journey, take Vegeta® to Master Roshi® to learn his Two-Handed Smash.

## Save Circle (Map Point 1)



Take wing and head for the Northern Mountains. Upon touching down, head west to a Save Circle to record your progress.

## Character Gate: Gohan™ (Map Point 2)



Due north of the Save Circle is a level 25 Character Gate for Gohan®. We'll be back.



Heading west from the Save Circle, you encounter numerous warthogs and snakes.



Moving on to the north, you enter a corridor populated by three hawks. Drop them from the sky with some energy blasts or Fists of Fury.

## Character Gate: Piccolo™ (Map Point 4)



Continuing west, then north past a row of boulders, you stumble on a Piccolo™ Character Gate marked level 30 and surrounded by numerous boars. We'll be back.



The next area to the west contains a few more pesky hawks. Clip their wings, then follow the path northward.

## CAUTION

Before exiting the next area, you have to deal with Dr. Gero™, man-to-man. Make sure you're healed and at maximum energy before proceeding.

## Capsule (Map Point 5)



You spy a blue capsule after entering the next area—a +3 Power capsule to be precise!

## TIP

If you're using Vegeta®, activate Super Saiyan mode before attempting to exit the area.





#### (Mini)Boss Battle: Dr. Gero™



Uh-oh, Dr. Gero™ is back: the same rules apply that have worked in the past:

1. If you can't hack toe-to-toe, use the hit-and-run method: There are plenty of obstacles to hang him up on, so judiciously use them.
2. You only have to slice off 20 percent of his life bar to end this fray, so get to chopping.

#### Save Circle (Map Point 6)



With Dr. Gero™ sent packing, continue north to the next Save Circle to record your ample progress.



#### Character Gate: Goku® (Map Point 7)



Run west to find three tigers guarding a Goku® Character Gate. You don't have access to Goku® at this point, so you'll be back.



Heading north once more, you come across an impassable barrier. Bulma™ drops in and informs you that you need to destroy the three generators powering the gate before progressing.



Continuing forward, feel free to dispatch the Eggbots wandering around the area. Beware though: They explode when their hit points are exhausted, and that hurts.

#### Generator #1 (Map Point 8)



Head down the path leading east from the barrier area to find the first generator. Step up to the orange areas and smash 'em. Two to go!

#### CAUTION

Before continuing east after shattering the first generator, make sure you're healed and ready for another round with Dr. Gero™ (activate Super Saiyan if need be, as well).

#### (Mini)Boss Battle: Dr. Gero™



This time, he may force you into more direct combat, so attack with fury and don't give him a chance to breathe!



Do not let him off the bridge, and keep pummeling him and pushing him back until he folds after you extinguish half his life bar.





# DR. GERO'S™ LABORATORY



Head east into the next area, where you have to deal with more Eggbots.



Continue moving east, destroying Eggbots along the way.

## CAUTION

Watch your step as you continue into the next screen to the east. It's jammed with Eggbots and Red Ribbon drones.



The area is littered with mechanized foes, so be on your guard and use your Special Energy Attack to wreak maximum havoc.



After you render that small army impotent, continue east, then turn north as you reach the steaming rocks.

## NOTE

Remember where these rocks are: You'll be back.



To the north, you come across two easily annihilated tigers. Keep heading onward and upward.

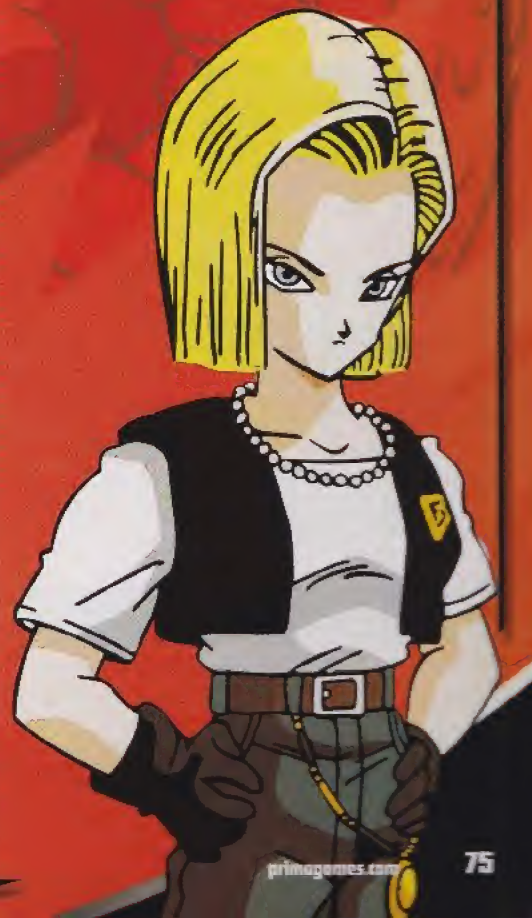


The next ridge houses a pair of Eggbots and another tiger. Do your destruction dance on their soon-to-be-battered bodies.

## Save Circle (Map Point 11)



Continuing on the upward swing, you come upon a Save Circle and Generator #2. Only problem is, a large dinosaur is using it to keep her eggs warm.



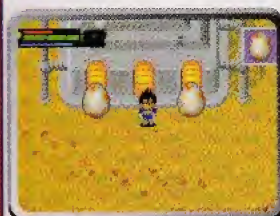




#### Egg-Static (Map Point 12)



Momma dinosaur is willing to move down to the heat vents below if you're willing to do the heavy lifting to relocate her eggs.



Grab one of those eggs by pressing **(A)**.



If you get hit on the way down, you have to start over. And yes, you need to do this three times, and you can't attack.

#### TIP

If you have Vegeta®, activate Super Saiyan mode and get a speed boost that makes it easier to slip by your enemies.



To get around the Eggbots and tiger, move to this position first.



After the Eggbots and tiger are in the positions in the screenshot, run to the right and down the path.

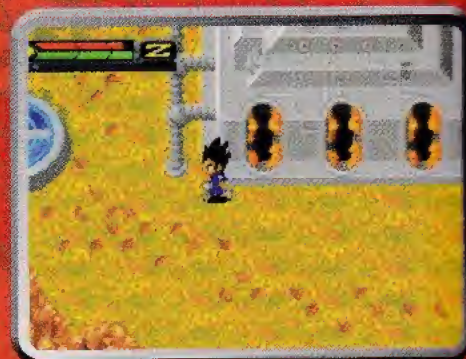


Hug the southern edge of the ridge to slink by the two tigers, then duck down the path.



Voilà! That's one down, two to go. Repeat the process twice more and you're set.

#### Generator #2 (Map Point 11)



Smash Generator #2, then save your game.



Return to the barrier area (one bar to go). By the time you get to the bridge, some new fodder has moved in.



From the barrier area, head west on your hunt for the final generator—we're coming for you, Dr. Gero!

#### TIP

After you get to the barrier area, take a detour south to save your game.



# DR. GERO'S™ LABORATORY



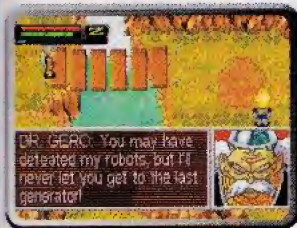
The road turns to the north, and you have to batter your way past a few more Eggbots. Give them the back of your hand, then move on.

## CAUTION

After dispatching the final Eggbot (of three) make sure you're ready for another tussle with Dr. Gero™ before you continue.



## (Mini)Boss Battle: Dr. Gero™



After the final tussle with Dr. Gero™ (for now), he'll be sent packing.



As with the last bridge battle, the same rules apply, so be aggressive.



When he reaches 20 percent of his total life, he folds like a deck of cards.

## Character Gate: Vegeta® (Map Point 14)



Continuing west, you stumble across five tigers (shell 'em) and a level 50 Vegeta® Character Gate. It's going to be a while before you can get through it.

## Capsule (Map Point 15)



If you head due south from the level 50 Vegeta® Character Gate, you come across a few tigers as well as a +3 Endurance capsule.

## Yajirobe™ (Map Point 16)



To the left of the capsule is Yajirobe™ with another Senzu Bean!



Laden with goodies, head back north and then west from the Character Gate.



As you enter the next area, some awful music accosts your ears. Crush the nearby Eggbots, then head south.





## Save Circle (Map Point 17)



You find yourself in a village with a Save Circle. Do your business, then head down the short path to the south.



## Capsule (Map Point 18)



West of that small path lies a +3 Power capsule! Return to the village for a few chats.

## NOTE



Each of the townsfolk tells you about Vinnie™ and his terrible taste in music (of which you have experienced). Listen for the lyric that each one shares, though, and the color they mention.



Having spoken to the locals, head north and out of the village toward that awful screeching, and into the arms of seven Eggbots.



After dispatching those seven Eggbots north of town, keep climbing upward and enter the cave directly in your path.



Head through the first cave to its exit in the opposite corner to find a series of switches mounted on the wall. What were those song lyrics again...?



Flip the switches to the "on" position that corresponds to the colors the villagers mentioned, and it's nearly lights out for Vinnie™!



Leave the cave through the southern exit and go up and into Vinnie's house.



Once inside, chat with Vinnie™, then head through the door in the upper-left corner.



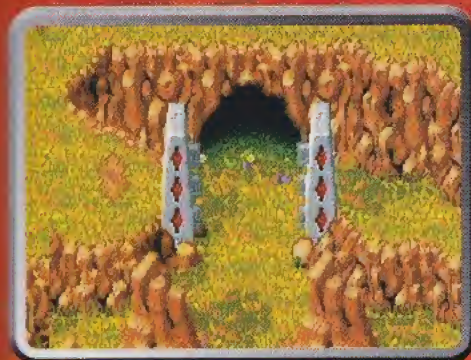


# DR. GERO'S™ LABORATORY

## Generator #3



Vinnie's™ running his stereo off of Dr. Gero's™ generator. That is easily remedied.



Not only does the gate to Dr. Gero's™ lab drop, but Vinnie's™ ear-destroying tune becomes only a painful memory.



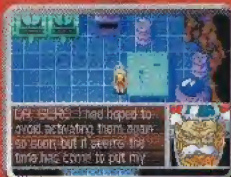
Let's hope so.



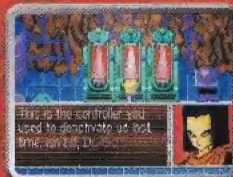
With all three generators down, it's time to hit the road. Head to the village to save (better safe than sorry), then head for the lab entrance.

## CAUTION

Before entering the lab, make sure you have full health and full energy.



DR. GERO: I had hoped to avoid activating them, but so soon but it seems the time has come to put my



face as the controller and used to deactivate it not true what Dr. Gero

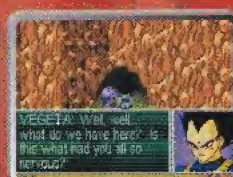


What have you done? You destroyed it!

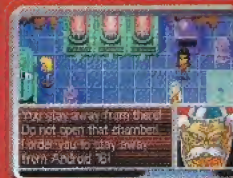
As you arrive at the laboratory gates, Dr. Gero™ revives Androids 17™ and 18™. Only he gets more than he bargained for....



KILLIN: They're Androids? They look just like humans to me



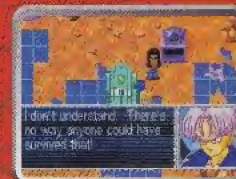
VEGETA: What well what do we have here? Is this what you all so terrified?



you should know from this Do not open that chamber I warn you to stay away from Android 16!



There's another Android I don't know about?

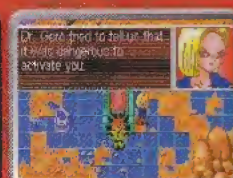


I don't understand... There's no way anyone could have activated that!

With Dr. Gero™ out of the picture, Androids 17™ and 18™ decide to free their "sibling," Android 16™, much to the consternation of Trunks™, who levels the lab.



Well, good morning... it must feel good to get out of that coffin.



Dr. Gero tried to tell me that it was dangerous to activate you.



I don't care where they went, I'm going after them! They're coming!

Android 16™ awakened, they take flight on a mission.



It probably doesn't help his mood that the Z Fighters have kicked down his front door.



## Character Gate: Trunks® (Map Point 20)



Head north, out of Dr. Gero's™ lab, and before hitting the Flight Circle, note the left doorway.

## Save Circle (Map Point 21)



Head due east to the next screen over and save your progress.

### CAUTION

Before taking the Flight Circle, make sure you're healed and energized.

## Flight Circle (Map Point 22)



Game saved, head to the Flight Circle and take to the sky to chase down the rogue Androids™.

### Boss Battle: Android 18™



Handle Android 18™ the same way you've handled most of the other bosses so far.



1. Attack aggressively and use the Pinball technique to your advantage, or employ hit-and-run tactics to slowly peck away at her health.



2. Shatter nearby boulders to replenish health and energy when needed.



3. As usual, if she gets the upper hand, pull back and regroup, then launch another assault.



With half her life bar extinguished, Android 18™ takes you (and the other Z Fighters) out! Then they go on the hunt for Goku®!



As the Z Fighters come to their senses, Piccolo™ comes to a desperate conclusion....





# DR. GERO'S™ LABORATORY

## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



After sorely trouncing the Z Fighters, the Androids™ are in hot pursuit of Goku®.



Piccolo™, seeing no other option, journeys to Kami's™ Lookout to do the once-unthinkable.



The other Z Fighters, meanwhile, go to investigate a mysterious time pod that is far too similar to Trunks™ for comfort.



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, Cell Appears....

## News from NAMEK™

## The Androids™ Saga



## They've Arrived!

After a period of three years, Trunks™ fateful prophecy regarding the arrival of the monstrous Androids™ has finally come to pass. Two ruthless Androids™, namely Androids 19™ and 20™, have come forth and are destroying everything in sight. As Earth's special forces comb the city looking for the source of the mayhem, Yamcha® is the first to sight them and pays a heavy price as Android 20™ strikes him with a horrendous blow. Goku® and the others arrive just in time to save their fallen friend, and as Krillin® hauls Yamcha® to safety, Goku® squares off to fight Android 19™.

## Downed...by a Virus?

Goku® appears to be making short work out of Android 19™, as he hits the maniacal monster with a flurry of blows. But strangely enough, Goku's® power is fading, and Android 19™ appears unimpaired. Goku® has fallen prey to the vicious attack of the heart virus as Trunks™ predicted. Surprisingly, before Android 19™ can finish off Goku®, the Super Saiyan is rescued by none other than Vegeta®!

## Vegeta® to the Rescue!

Vegeta® launches into Android 19™ with a merciless assault, and quickly puts an end to the robotic menace. Android 20™, realizing the danger he's up against, flees the scene. While in pursuit, Earth's heroes make a shocking discovery: Android 20™ is Dr. Gero™, the evil scientist. A frantic race ensues. Android 20™ speeds to his lab where he will activate his killer robots. He is being pursued by Earth's forces, who are intent on stopping him.

## Android 17™ and Android 18™ Awaken

Dr. Gero™ eludes Earth's forces, and arrives back at his laboratory before the heroes can reach him. All hope appears lost as the worst fears are realized. Android 17™ and Android 18™ are brought to life! Dr. Gero™ appears to finally be achieving his dream of conquering the world. But all that abruptly changes as Android 17™ and Android 18™ rebel against Dr. Gero™ and destroy him.

## Any Hope?

Battling the Androids™ seems hopeless as Earth's forces prove no match for their power. But desperate times call for desperate measures. Piccolo™, in a brazen move, approaches Kami™ with a proposal that they unite to form a Super Namek! Meanwhile the Androids™ make a joy ride of destruction as they head to their new destination, Goku's® house! The Androids™ plan to strike Goku® while he's down. While Goku® has moved to avoid the Androids™, Bulma™ makes another startling discovery. There is a second time capsule, which is identical to the capsule Trunks® uses.

SOURCE: Dragon Ball Z® Official Website

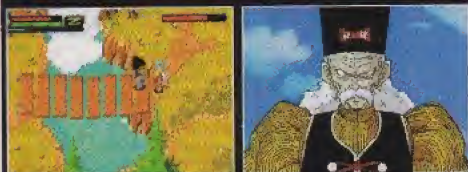
(<http://www.dragonballz.com>), Courtesy of FUNimation®.





## CELL™ APPEARS

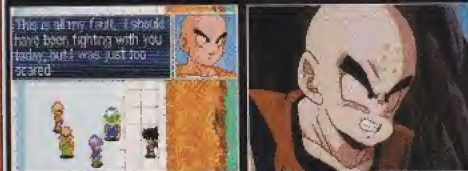
Last Time on Dragon Ball Z®:  
The Legacy of Goku II™ ....



The Z Fighters tracked Dr. Gero™ to his remote mountain lair.



Gaining access to his laboratory, our heroes discovered that they were too late: Dr. Gero™ had revived Androids 16™, 17™, and 18™!



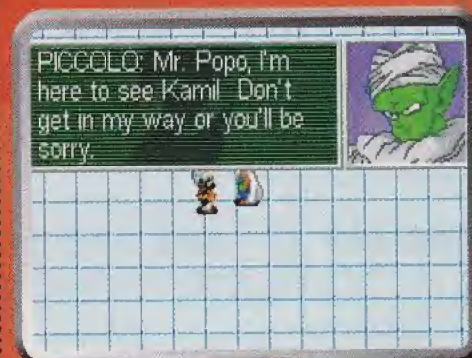
Suffering a crushing defeat at their hands, the Z Fighters realized that, without Goku®, they could be in serious trouble.



Now Piccolo™ races to Kami's™ Lookout to do the unthinkable, while Trunks® and the crew journey to Gingertown in Cell™ Appears....



Upon arriving at Kami's™ Lookout, head north and check in at the Save Circle.



From there, proceed inside of Kami's™ Lookout (or speak to Mr. Popo™ first, if you're so inclined).



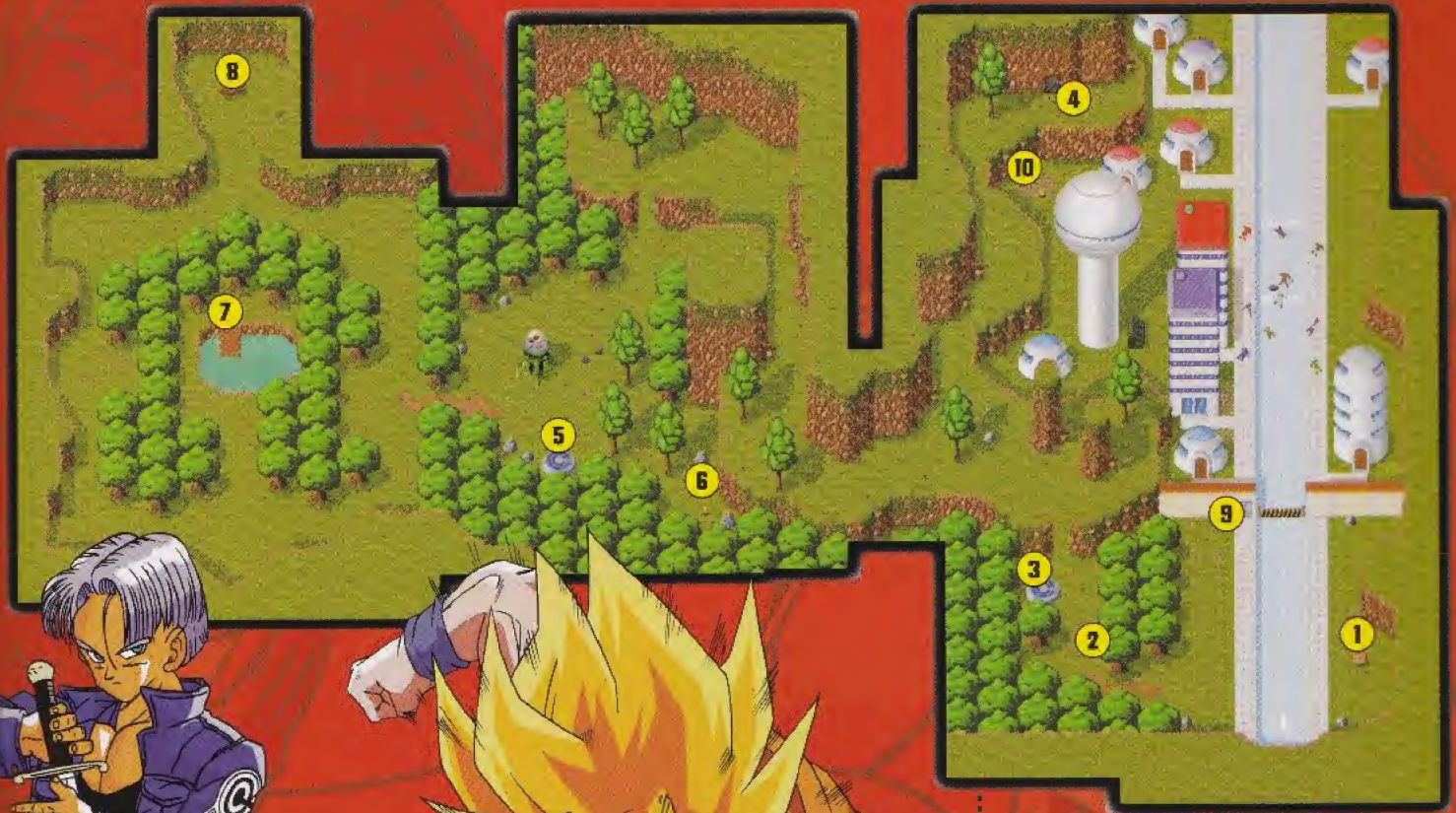
Directly beyond the foyer lies Kami's™ throne room. You've come this far, so don't falter now.



Piccolo™ confronts Kami™ but, much to his surprise, Kami™ doesn't immediately acquiesce to his request. Instead, Kami™ wishes to take some time to see how events unfold....







## Gingertown (Map Point 1)



Meanwhile, Bulma™ has discovered signs of a time pod that is eerily similar to the one Trunks® uses.



Interested, and more than a little concerned, Trunks®, Bulma™, and Gohan® investigate this mysterious arrival.



With Trunks® fully playable, head outside to the Save Circle behind Goku's® house, then head to the World Map Sign to the south.



From there, proceed to Gingertown on the outskirts of West City, and head down the pathway to the west.





### Yajirobe™ (Map Point 2)



You run smack into Yajirobe™ who tells you he's not handing over any more Senzu Beans. You have to go see Korin™ at Kami's™ Lookout to get more (and they aren't free).

### Save Circle (Map Point 3)



After chatting with Yajirobe™, head over to the Save Circle to keep your adventure safely up to date.

### Character Gate: Gohan® (Map Point 4)



If you follow the northward spur from here, you have to deal with a few more mercenaries and an Eggbot, but then you come across a level 50 Gohan® Gate. Make a note for future reference.



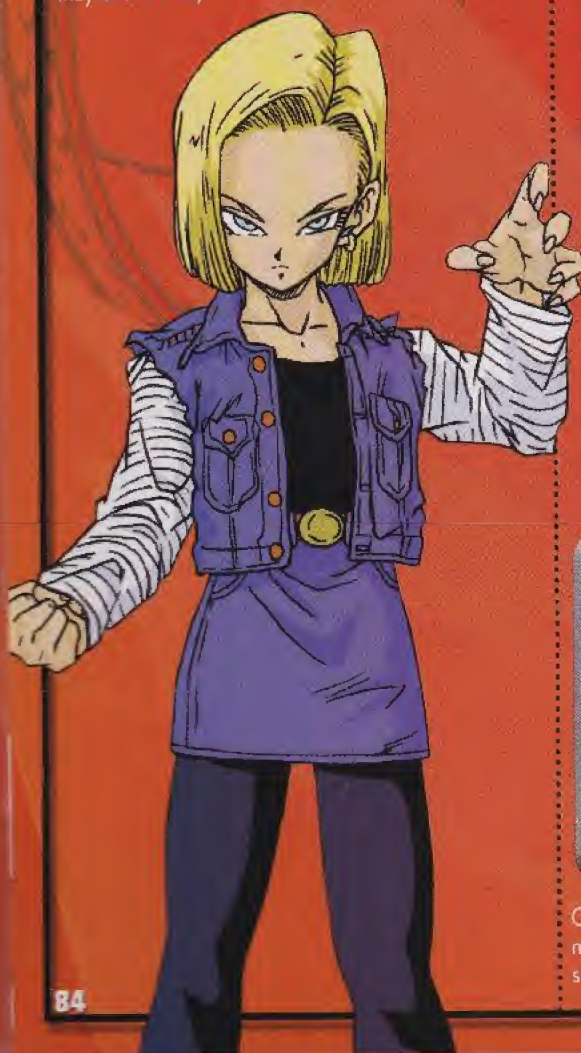
Character Gate scoped out, head back south, then move west, past some mercenaries and onto the next screen.



From there, the road bends to the north and you have to dispatch four Eggbots in rapid succession.



Continuing north, you have to contend with a few mercenaries and the Red Ribbon drones, which should prove to be child's play.







Continuing, you come into an open area with four mercenaries looking for trouble—show them some.



After you make some trouble, head down the narrow pathway leading south.



In the next clearing, the team finds a time capsule that is nearly identical to Trunks' and a mysterious eggshell on the ground nearby.



## Save Circle (Map Point 5)



Armed with newfound knowledge, head south to the nearby Save Circle to let that new information digest.

### TIP

If you need health or energy, smash the nearby boulders, then respawn them to get more.



Progress recorded, head down the trail leading west, smack into another set of mercenaries. Bowl them away with ease.



Moving along, jog south and follow the road as it twists west into three Eggbots. Slice and dice, then head into the copse of trees to the north.

## Gone Fishin' (Map Point 7)



You find Claude™ trying to fish, but to no avail: He left his new bait at home in West City. Sounds like you need to fetch something. Make a note to get him his stuff.



Head back to the forest pathway to the west, and follow it as it winds north into four henchmen. Bat their rockets away and show them some pain.



## Dragon Ball Z® Legends: The Two Are One

Once upon a time, Piccolo™ and Kami™ were one and the same. A dire accident split them apart, with all of the benevolence flowing to Kami™ and the malevolence to Piccolo™.

Together, they are among the most powerful beings in the universe: a Super Namek™ to rival the power of the Super Saiyans!



Continuing north, you come into a small clearing with a solitary Eggbot. Recycle him.

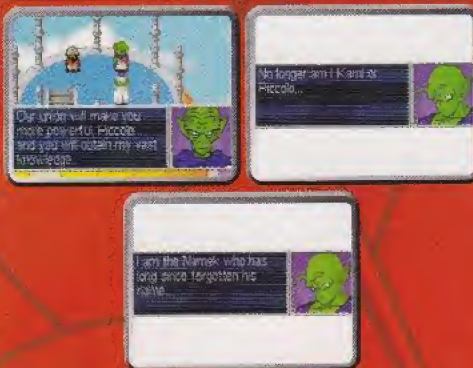


Jogging eastward, you encounter a lone mercenary guarding some boulders. Thrash him, then collect what you can from the stones.

## Mysterious Remains (Map Point 8)



Fully healed and energized, head north into the next clearing to discover the remains of...something, before heading back to Kame House.



Meanwhile, Kami™ gives in to Piccolo's™ plea and they merge, not to face the current Android™ threat, but something far worse.



With Piccolo™ and Kami™ as one, they head out to face the unknown threat in Gingertown.



## Character Gate: Piccolo™ (Map Point 9)



To the northwest of the World Map Sign is a Piccolo™ Character Gate. If you're not yet at level 25, head to the forest and "train" until you get there (use the Save Circle at Map Point 3 to keep yourself together).

## CAUTION

After heading through the Character Gate, be sure you're in top shape. You're about to run into a real tough customer.



When you're ready, head into the clearing in Gingertown's northern part, amid the empty clothing, to face...Cell™.



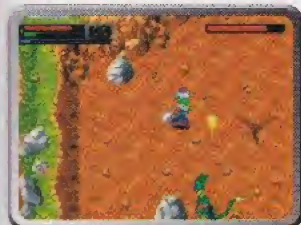
## Boss Battle: Imperfect Cell™



Piccolo™ is in for the fight of his life against Imperfect Cell™, so be prepared:



1. Run to a safe distance behind a boulder and transform into a Super Namek™.



2. Imperfect Cell™ isn't shy about using energy blasts, so watch your back.



3. Pummel him with fists and the Special Beam Cannon to drain his health away.



4. Don't let him get the advantage. If he does, he'll drain Piccolo's™ energy and replenish his own.



5. Going toe-to-toe with Imperfect Cell™ is dangerous, but the hit-and-run method isn't an option in this case (due to his tail and his energy blasts).



6. With perseverance, the battle ends in a draw (after 50 percent of Cell's™ life is gone).



Arriving in the Northern Mountains, hike north, back to Dr. Gero's™ lab.



Entering the lab, you come across new adversaries: two Destroyers from the remains of the Red Ribbon Army. Their bark is worse than their bite.



Destroyers destroyed, press on into the laboratory ruins and out the back. Here you encounter some resistance from a few Red Ribbon drones.

## Character Gate: Trunks®



Head right to save your game at the Save Circle, then go left to the Trunks® Character Gate (if you're not to level 30, beat on the nearby drones and Destroyers to push yourself over the top).

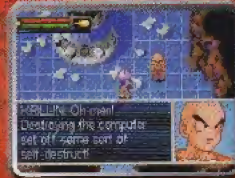
As they face down one another, Cell™ unleashes a Kamehameha on Piccolo™! Temporarily armless, Piccolo™ learns that Cell™ is from Trunks™ time and has come back to absorb the other Androids™ and make himself "perfect." Before Piccolo™ can finish him, however, he escapes. Now the Z Fighters must make for the remains of Dr. Gero's™ lab to try to prevent the future from coming to pass.



# DRAGONBALL Z

## THE LEGACY OF GOKU II

### PRIMA'S OFFICIAL STRATEGY GUIDE



Continuing deeper into the lab, Trunks® and Krillin® discover the larval Cell™. Trunks® makes short work of it with a devastating energy blast.

Farther in still, they find the Master Computer. Another quick energy blast and it's a smoking ruin. This activates an auto-destruct sequence—time to go!

From inside the lab, Krillin® shows up to watch your back.



# CELL™ APPEARS

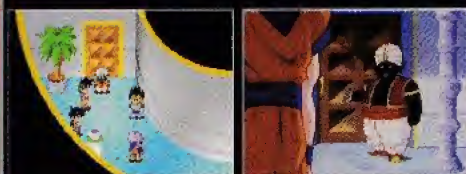


The lab crumbles upon itself, but Cell™ still lurks somewhere out there!

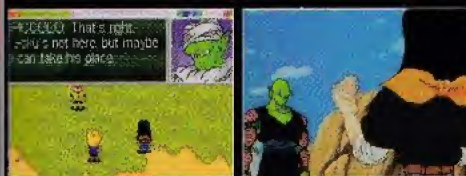
## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



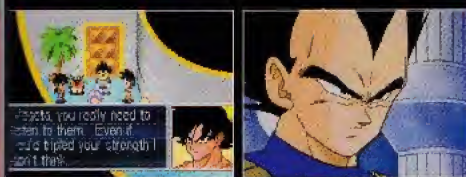
Although Trunks® destroyed the embryonic Cell™, the future Cell™ still lives on to threaten mankind.



Goku®, recovered from his illness, heads to the Hyperbolic Time Chamber with Trunks®, Gohan®, and Vegeta™ to train to take down Cell™.



Arriving at Master Roshi's® Island, Androids 16™, 17™, and 18™ are spoiling for fight with Goku® but they have to settle for Piccolo™!



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, Cell™ Appears.....

## News from NAMEK™

### Imperfect Cell™ Saga



### Mysterious Clues

As Trunks®, Krillin®, and Bulma™ search the second time capsule's wreckage they discover the eerie shell of large, locust-like creature. Whatever was in the capsule is something like they've never seen before. Meanwhile, in Gingertown, an evil such as the world has never seen has arrived. In the wake of this mysterious insect-looking monster, a haunting silence is all that remains of the townspeople.

### Desperate Measures

Piccolo™, realizing the severity of the danger, convinces Kami™ to combine their forces. Irreversibly uniting together, the two fuse into one being—a Super Namek™! But by doing so, the Earth's Dragon Balls® are gone forever.

### Confrontation

Piccolo™, now strengthened by his fusion with Kami™, confronts the beast in Gingertown and discovers his secret. This beast viciously sucks the life force from humans, using their energy to fuel his own being! The monster is known as Cell™, and it's Dr. Gero's™ ultimate evil creation. Created through synthesizing cells from all the great fighters into a single computer-enhanced Android™, he has the strength and abilities of all the great fighters including Goku®, Frieza®, Vegeta®, Gohan®, and many others. In their conflict, Cell™ effortlessly destroys entire armies, and severely injures Piccolo's™ arm. But Piccolo™ is a Namek™ and he cleverly stalls Cell™ long enough to regenerate his arm. As Krillin® and Trunks® arrive to back up Piccolo™ in battle, Cell™ withdraws to pursue his primary goal, to absorb Androids 17™ and 18™!

### Training in the Hyperbolic Time Chamber

While Cell™ has the power and abilities of all of the great fighters, his ultimate form will not be available until he can absorb Androids 17™ and 18™. In doing this he will truly be without equal. The two Androids™, traveling with Android 16™, are intent on destroying Goku® as they were programmed to do. But now Goku® is back on his feet and he comes up with his own plan. To save the world he, Gohan®, Trunks®, and Vegeta® will go to Kami's™ Lookout. There is a room there known as the Hyperbolic Time Chamber where time bends, allowing a year's worth of training in a day.

### Hold On Guys!

As the Androids™ arrive looking for Goku®, it is up to Piccolo™, the Super Namek™, to hold them at bay. And it appears his new skills are enough to do so. But just as he seems capable of bringing down the menacing duo, a new peril appears on the battlefield. It's Cell™! With Earth's greatest hope still training, Piccolo™ decides to stop Cell™ from fulfilling his evil plan. But even Piccolo™ can't stop this creature. It appears all hope is lost when an unlikely ally arrives.

### Android 16™ Takes Up the Challenge!

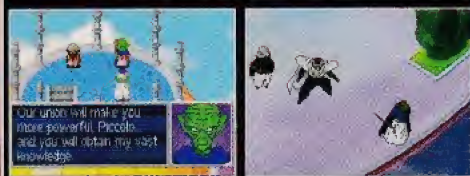
The silent giant, Android 16™, walks on to the battlefield and claims that he is just as strong as Cell™! And in an instant it appears he's telling the truth, as he pelts Cell™ with intense blows. But Cell™ is devious, and manages to sneak up on the unsuspecting Android 17™ and absorb him. Now Cell™ is transformed and the tables have turned.

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.



## PICCOLO™ VS. THE ANDROIDS™

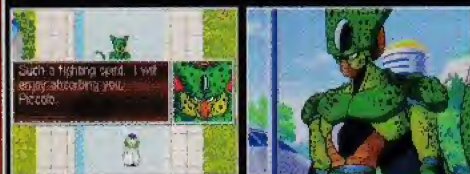
Last Time on Dragon Ball Z®:  
The Legacy of Goku II™ ....



Realizing they had no other choice (though for different reasons), Piccolo™ and Kami™ fused into a Super Namek!



Meanwhile, Trunks®, Gohan®, and Bulma™ investigated the appearance of a time machine eerily similar to Trunks®.



The Z Fighters soon learned, firsthand, that the pod housed the creature known as Cell™ and battled to stop him from realizing his evil machinations.



Now the Z Fighters gather at Kame House, where a recovering Goku® is about to up the ante in the battle against the Androids™ in Piccolo™ vs. The Androids™ ....

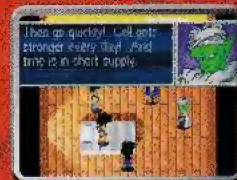
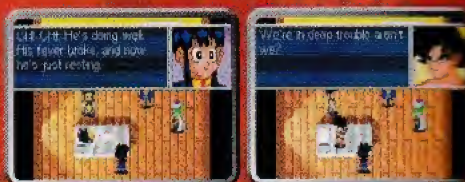


Having dealt with Dr. Gero's™ computer and the embryonic Cell™, Trunks® and Krillin® head back to Master Roshi's® Island to check in on Goku®.



### NOTE

Have you been using the Scouter's scan function to collect info on all your friends (and foes)?



Up the stairs in Kame House, Goku® suddenly recovers and is practically good as new. Realizing that the Z Fighters are in for the fight of their lives, Goku® decides to head to Kami's™ Lookout to undergo intense training in the Hyperbolic Time Chamber.





# PICCOLO™ VS. THE ANDROIDS™

## Dragon Ball Z® Legends: The Hyperbolic Time Chamber

The Hyperbolic Time Chamber defies the laws of time and space and allows the person inside to train for one year even though only a day will pass in real time.

So why don't the Z Fighters spend a week in there, gaining untold fighting skill? Simple: Anybody who goes inside more than twice is lost to oblivion for eternity.

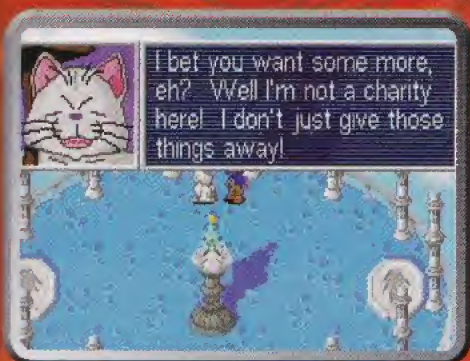


KAMI'S LOOKOUT

After Goku® heads out after Vegeta®, go to Kami's™ Lookout for some training.



When you get to Kami's™, head right (or left) and hit the Flight Circle to visit Korin™.

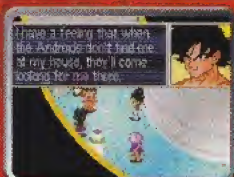


I bet you want some more, eh? Well I'm not a charity here! I don't just give those things away!

A quick chat with Korin™ yields some valuable info: Bring him three fish and he'll hook you up with a Senzu Bean. Now the trick is finding some fish....



Head inside Kami's™ Lookout, then go up the stairs down the right corridor.



I have a feeling that when the Androids don't find me at my house, they'll come looking for me there.

Head left and find your compatriots all assembled and ready to go. Vegeta® and Trunks® go in first, and Goku® suggests Piccolo™ get back to Kame House to fend off any Android™ attack.



MASTER ROSHI'S ISLAND

Gathering up your strength, leave Kami's™ Lookout and head to Master Roshi's™ Island to meet the Android's™ onslaught.



ANDROID 17: Hi, Dad. Gotta come out and play!

ANDROID 18: Gosh, I can't stand him. He is just here.



PICCOLO: That's right. Gosh, I'm not here, but maybe I can take his place.

Once you land, head to Kame House. Before long, the Android™ trio shows up and demands to see Goku®. As he's not available, perhaps they'll accept Piccolo™ as a substitute?

## CAUTION

Before following up on Piccolo's™ offer, head immediately to the Save Circle. Make sure your health and energy are maxed out.

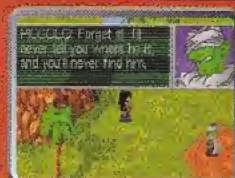


When you're ready, head over to the Flight Circle and get ready to rumble like no battle before.



ANDROID 18: And this is my turn to just sit the one out.

ANDROID 17: If you cooperate, I'll go away with you. This is your last warning, Piccolo.



PICCOLO: Forget it. I'll never let you win. He'll and you'll never find him.

Android 17™ beats his chest, but Piccolo™ won't reveal Goku's® location. Making good on his word, Android 17™ launches an attack on the Super Namek!





## Dragon Ball Z® Legends: Instant Transmission

Goku's® Instant Transmission skill is generally known as teleportation to those not steeped in Dragon Ball lore. He picked up this incredibly valuable ability while on the planet Yardrat.

Essentially, Goku® imagines where he wishes to go and is instantly transported there. He cannot transport to someplace he has never been to before unless he can locate someone familiar to him to act as a beacon.

This has proved to be incredibly useful on many occasions, allowing Goku® to spirit friends away or deliver ultra-powerful attacks at incredibly close ranges.

### Boss Battle: Android 17™



Island One



Island Two



Android 17™ is tough, like most bosses, but by following some simple guidelines, you can make the battle easier:



not come after you if you correctly position Piccolo™.

1. First, use the two large trees on either side of the island as a shield and hiding place. Android 17™ cannot hit you and does



angry Piccolo™ takes out the trash. "Namek™ Smashi," anyone?

2. Firmly ensconced behind a stout trunk, activate Super Namek mode to show Android 17™ how a really



3. As usual, skillful use of the Pinball technique yields the best results in your battle to bash Android 17's™ metallic skull.



4. If you get wounded or the tide turns against Piccolo™, shatter the boulders for your usual fix of health and energy.



blows. Continue to the next island to finish the job.

5. Once 20 percent of Android 17's™ energy is annihilated, the island shatters from the force of their staggering



6. If need be, use a Senzu Bean to return Piccolo™ to full vitality. Remember, you can always get more.



7. Unlike on the previous island, here there are no large trees to seek cover behind, so be on your guard!



8. Halfway through the battle, Android 16™ reveals the truth about Piccolo's™ formidable power.



9. At 80 percent of the way through Android 17's™ life bar, the battle comes to an end.



# PICCOLO™ VS. THE ANDROIDS™



After Android 17™ is fought to a stop, Cell™ shows up and wreaks havoc on the Z Fighters, first by taking down Piccolo™, then by absorbing Android 17™.

Rescued at the last moment by Goku®, the Z Fighters make for Kami's™ Lookout via Instant Transmission. Shortly thereafter, Trunks® and Vegeta® emerge from the Hyperbolic Time Chamber, stronger and more powerful than ever.

Now Vegeta® and Trunks® must hunt down Cell™ while Goku® and Gohan® enter the chamber to train.



## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



Having reached dizzying new levels of power, Vegeta® and Trunks® head out in search of the awesomely powerful Cell™.



They seek him out on a series of islands to the south, but they must deal with an onslaught of furious fauna first.



Finally confronting Cell™, Vegeta® and Trunks® go toe-to-toe with this genocidal monster.



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, Vegeta® and Trunks® Versus Cell™ ....

## News from NAMEK™



Although not featured in Dragon Ball Z®: The Legacy of Goku II™, Puar™ is the devoted companion of Yamcha®. They met Goku® and Bulma™ together in the first series, Dragon Ball®. Puar™ is a shape-shifting blue cat who went to the same school as Oolong™. Unlike Oolong™, Puar™ can shift shapes without having to stop and rest every few minutes.

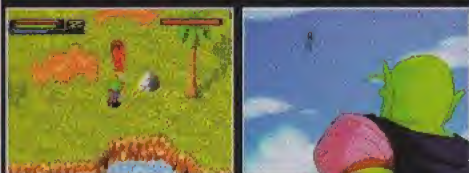
SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.





# VEGETA<sup>®</sup> AND TRUNKS<sup>®</sup> VERSUS CELL<sup>™</sup>

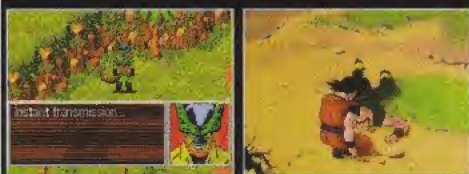
## Last Time on Dragon Ball Z: The Legacy of Goku II ....



While searching for Goku<sup>®</sup>, the Androids<sup>™</sup> instead find Piccolo<sup>™</sup> barring their way, and a terrific fight ensues.



Besting Android 17<sup>™</sup> in combat, Cell<sup>™</sup> arrived and laid waste to the Z Fighters as he absorbed Android 17<sup>™</sup>!



At the last moment, Goku<sup>®</sup> whisked away the Z Fighters to Kami's<sup>™</sup> Lookout, before entering the Hyperbolic Time Chamber with Gohan<sup>®</sup> as Vegeta<sup>®</sup> and Trunks<sup>®</sup> exited.



Fists will fly and bones will break as the world shakes under the might of Vegeta<sup>®</sup> and Trunks<sup>®</sup> Versus Cell<sup>™</sup> ....



Fresh from the Hyperbolic Time Chamber, point Vegeta<sup>®</sup> and company toward the Tropical Islands.

## Save Circle (Map Point 1)



Upon landing, proceed to the Save Circle south of the World Map Sign.



## Flight Circle (Map Point 2)



Make a beeline for the Flight Circle on the island's lower-right corner and take a quick flight to the next isle in this small archipelago.



The second isle is populated by antisocial alligators. If you tangle with these reptiles, realize that they are aggressive and dangerous when in packs.

## TIP

If the alligators are tearing you apart, run for the World Map Sign or the nearest Flight Circle for a quick exit.





# VEGETA® AND TRUNKS® VERSUS CELL™



## Capsule (Map Point 3)



On the isle's northern tip, behind some gators, find a +3 Power capsule.

## Flight Circle (Map Point 4)



To the lower right lies a Flight Circle. Hop aboard to reach the next island over.



On this petite isle, you spot a few Red Ribbon 'bots and alligators sunning themselves on the beach.



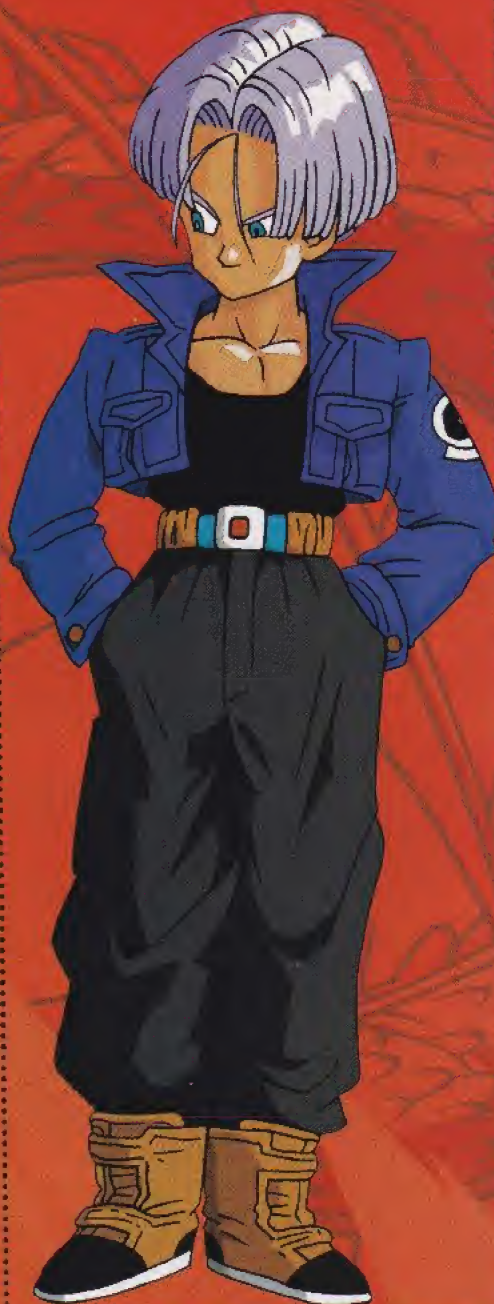
## Flight Circle (Map Point 5)



After you clean up, trot to the lower right to catch another Flight Circle, this time to the main island.



At the next beachhead, see Vegeta<sup>™</sup> face off against a knot of alligators to the east and a throng of tigers to the south. Choose your poison, then wade in with fists, feet, and fur—and scale-flaying energy blasts.



Beasts butchered, head to the east and deal with four Red Ribbon 'bots.



Continuing along the beach, you come upon three large pterodactyls.



As the path leads you east, you come into a spacious clearing, packed with 'gators and saber-toothed tigers. Take them apart, then continue east.

## Flight Circle (Map Point 6)



On the island's eastern edge, find another Flight Circle. Hop aboard to jet over to a petite island to the east.



# VEGETA® AND TRUNKS® VERSUS CELL™

## Save Circle (Map Point 7)



On the next island over, find a Save Circle and a pair of small boulders. Save, then head back to the previous island.

### TIP

This is a great place to rack up experience. Fly back and forth to raid the tigers and 'gators, then save and repeat.



Back on the main isle, head west, then take the path north that's disgorging the stream of tigers.



Continue north, up the narrow path, and spot a lone tiger. Deal with him, then turn and head west.



Head north, up another narrow path, and take out another pair of bad kitties. Talk to the man so you can get the card that will let you into Apartment A.

## Character Gate: Vegeta® (Map Point 10)



You come upon a Character Gate that corresponds with Vegeta®. He needs to be level 30 to punch through, though.

## CAUTION

The next area contains a Flight Circle—do not get on it unless you have full health, full energy, and a few Senzu Beans. The next sequence can get very hairy.

## Flight Circle (Map Point 11)



When the gate is rubble, continue north to the mountaintop, three saber-toothed tigers, and yet another Flight Circle!





#### Boss Battle: Imperfect Cell™



Vegeta® and Trunks® have managed to track down the elusive Cell™! Now it's time to show this maniac just who's boss:



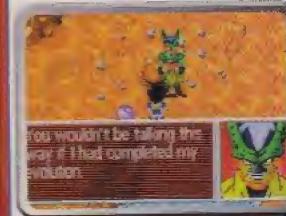
1. A strongly powered-up Vegeta® is quite a match for Cell™, but you still need to mind his Kamehameha. If you get pinned down, he'll pound you into the sand.



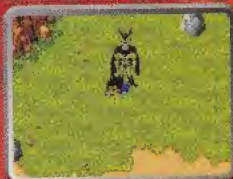
2. Your best weapon to derail Cell's™ mad ambitions is Vegeta's® Energy Punch: When he's in Super Saiyan mode it's devastating!



3. Beware the omnipresent threat of Cell's™ tail. If it gets hold of you, keep tapping (A) until he lets go.



4. After you strip away three-quarters of Cell's™ health, he goes down.



After facing defeat, Cell™ plays on Vegeta's® desire for competition and convinces the Saiyan to allow him to absorb Android 18™. Against Trunks® warnings, Vegeta® allows this lunacy....



#### Boss Battle: Perfect Cell™



Cell™ has attained "perfection" much to Vegeta's™ dismay... and pain:



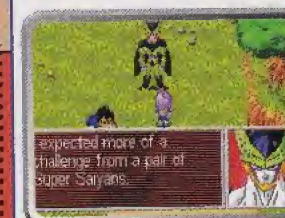
1. Stepping in for his fallen father, Trunks® must beat back Perfect Cell™.



2. The same rules apply to Perfect Cell™: Mind his energy attacks and watch out for his brutal melee combo.



3. Using Trunks'® Sword Blast should whittle away nearly half of Cell's™ life bar.



4. You have to fight through two rounds of Cell™, each time reducing him to 50 percent health to carry the day.



# VEGETA® AND TRUNKS® VERSUS CELL™

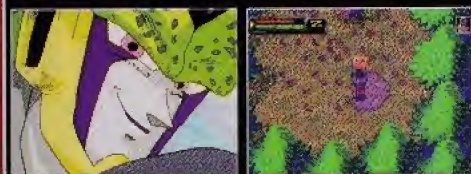


Though Trunks® put forth a valiant effort, Cell™ is too much for him. Cell™ then informs Trunks® that he will hold a martial arts tournament in 10 days, and that all the world's best fighters should attend. Realizing he has no other choice, Trunks® heads for Capsule Corp. to inform the others.

## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



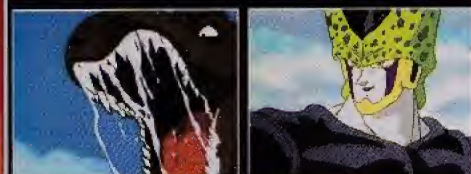
Trunks® (with Android 16™ in tow) races back to Capsule Corp. to inform the others about the impending games.



Before long, a TV broadcast informs the world about The Cell™ Games, and the Z Fighters must prepare to fight for the world.



Goku® and Gohan® are back in action.



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, Gathering the Dragon Balls® ....

## News from NAMEK™

## The Cell™ Games Saga



Cell™ calls a World Martial Arts Tournament, "I am Cell™! I have a message for all the people of Earth! I've decided to hold a martial arts tournament. I'm calling the competition, The Cell™ Games. Bring me your best fighters and I will face them one-by-one in a contest of strength. This is the last chance for planet Earth. If I am not defeated, it belongs to me!"

Earth's future is at stake, but fortunately the Z Fighters have been training in the Hyperbolic Time Chamber. Even with the enhanced training in the Hyperbolic Time Chamber, do they stand a chance against Cell™ in his perfect form?

Cell™ dispenses the first contestants with ease. Goku® chooses to fight next. He knows how strong Cell™ is; one slip and the contest is over.

Goku® and Cell™ both radiate with energy. For a while, the fight looks even. Then Cell™ unleashes a series of attacks including Krillin's® Destructo Disk and Tien's™ move where Cell™ separates into four separate beings. King Kai™ realizes, "No, that is not Krillin's® move. That's the last technique Frieza® used against Goku®! And if Cell™ feels he cannot win, he may destroy planet Earth just as Frieza™ destroyed planet Namek™!" Cell™ gathers his energy to launch an attack that would surely destroy Earth.

Is this the end for Earth?

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.





## GATHERING THE DRAGON BALLS®

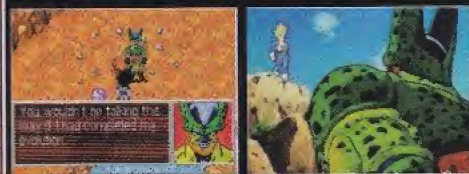
### Last Time on Dragon Ball Z®: The Legacy of Goku II™ ....



After emerging from the Hyperbolic Time Chamber, Vegeta® and Trunks® tracked Cell™ to the Southern Islands.



Vegeta® confronted Cell™ in his imperfect state and bested the arrogant Android™.



Playing on his ego, however, Cell™ convinces Vegeta® to let him attain his perfect form. After absorbing Android 18™, Cell™ was nearly unstoppable!



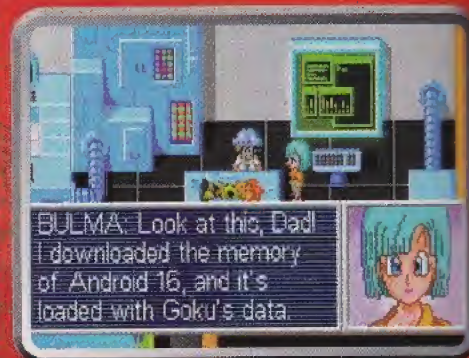
Now the day of the World Martial Arts Tournament approaches and the Z Fighters are racing against time desperately *Gathering the Dragon Balls®*....



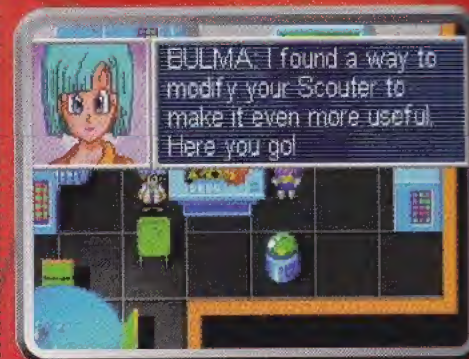
Back at Capsule Corp., Trunks® is asked to see Master Roshi® in the Atrium north of the lobby.



Master Roshi® informs you that the others are in the Briefs™ residence upstairs, and that Bulma™ needs to see you ASAP.



First, head to Bulma™ in Dr. Brief's™ lab, to the southeast.



Bulma™ informs you that she has enhanced your Scouter to a greater level: Now it reveals previously hidden areas!



That taken care of, journey upstairs to the Briefs™ quarters to check in with the other Z Fighters.



# GATHERING THE DRAGON BALLS®



After entering the Briefs™ quarters, pass Chi-Chi™ into the next hall, then take a right to find Mrs. Briefs™. Load up on cookies!



Head out and up into the main room containing the other Z Fighters.



When you're done talking to them, head south to exit and Cell™ appears on TV! He christens the competition The Cell™ Games and states that they'll start in nine days.



Meanwhile, Goku® and Gohan® emerge from the Hyperbolic Time Chamber and snag a new Guardian for the Earth, Dende™. Goku® is now available as a playable character.



Ready to find the Dragon Balls®? Visit Korin™ if you have three fish, then see Bulma™ at Capsule Corp.



She's in the lab. Speak to her and she gives you the Dragon Radar. Let's take care of some West City loose ends.



## Loose Ends



Head to the mayor's house south of City Hall.



Inside you find a chest with a West City Apts. B Access Card to go with the A Access Card you scored earlier.



Head due east from the mayor's house, to the town's east side and go inside the middle residence (of three) in your path.



# DRAGON BALL Z

## THE LEGACY OF GOKU II

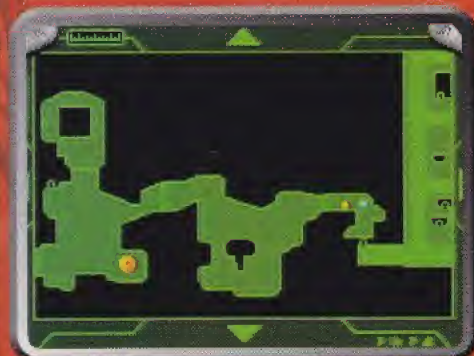
### PRIMA'S OFFICIAL STRATEGY GUIDE



Speak to the old woman inside to get the bait for the fisherman in Gingertown!

## Dragon Ball® (West City)

### Dragon Ball® 1 of 7



Find the first Dragon Ball® in the Warlord's Domain. Fire up your Dragon Radar to find it with little resistance.



One down!

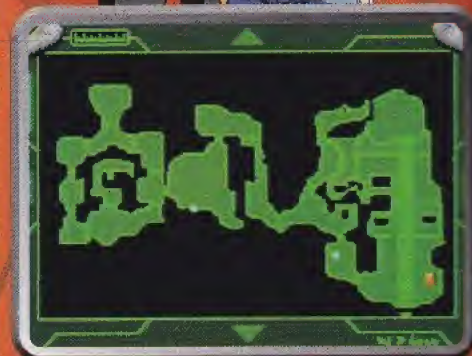


## Dragon Ball® (Gingertown)

### Dragon Ball® 2 of 7



Use your Dragon Radar and find the Gingertown Dragon Ball® perched on the far left side of the area. Even better, because you're now more powerful than before, you can plow over there in no time.



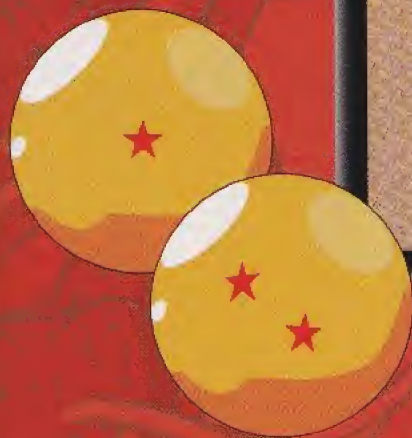
Two down!





# GATHERING THE DRAGON BALLS®

## Dragon Ball® (Northern Wastelands)



The Dragon Ball® in the Northern Wastelands is captured via the Goku® Character Gate from *A Visitor from the Future*.



After you smash the Character Gate, head in and flip the switch on the wall to extend the bridge across the once-impassable ravine.



Go down and around to the bridge and head across.





Head into the cave and dispatch the bomb-chucking tiger in your way, then head out the other side.



Once through, you come upon a clearing with a pool in the middle. Head left, watching for ninja hiding behind crates as you go.



### Switch (Map Point 1)



Heading to the west, you come upon a room containing two henchmen and a switch. Defeat the henchmen and turn the switch off (with **A**).



Pick your way across to the opposite side of the courtyard, minding the ninja again, and out the east side.

### Switch (Map Point 2)



In this room are three henchmen and another switch in the upper-right corner. Flip it, then head out and north.

### Dragon Ball® 3 of 7 (Map Point 3)



Through the now open gate, you find another Dragon Ball®! That's three.





# GATHERING THE DRAGON BALLS®

## Dragon Ball® (Northern Mountains)

### Save Circle (Map Point 1)



Take Goku® to the second Save Circle in the Northern Mountains.

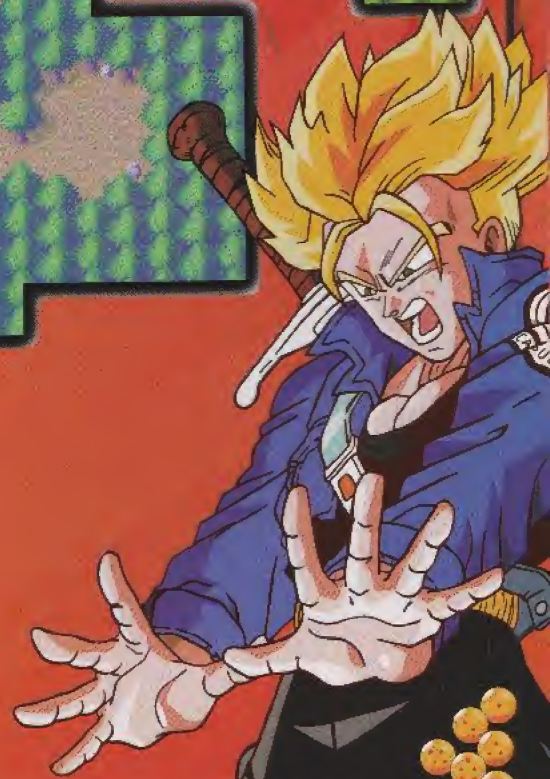
### Character Gate: Goku® (Map Point 2)



Head west to the Goku® Character Gate you noted while playing through Dr. Gero's™ Laboratory.



Smash through and spar with five small triceratops. They shouldn't be much of a match for a level 40+ Goku®, however.







Continue south and dispatch four more troublesome trikes.

### Save Circle (Map Point 3)



Head down the path leading west to find another Save Circle. Check in, then head out and south to fight another trike.



From here, if you travel east, you find an angry T-Rex. You don't have to fight him unless you really want to, though.



Heading south once more, you find a pair of pterodactyls. Clip their wings with a few well-placed blows.

### Capsule (Map Point 4)



If you head west of the nearby pterodactyls, you find another T-Rex. This one guards a +3 Strength capsule!



Once more venturing south, hug the route leading west, dealing with the trikes as you go. You come upon a barrier of boulders concealing a T-Rex.

### Dragon Ball® 4 of 7 (Map Point 5)



After dispatching the T-Rex, head south to grab the next Dragon Ball®!



# GATHERING THE DRAGON BALLS®

## Dragon Ball® (Snowy Highlands)

### World Map Sign (Map Point 1)



Touching down in the Snowy Highlands, head due north to deal with three tigers.

### Flight Circle (Map Point 2)



To the north of the now-inert tigers is a Flight Circle. Hop aboard and be ready for the mercenary across the frozen river.







Out the opposite side, crumple three Red Ribbon drones, then duck down the path leading east.

### Save Circle (Map Point 4)



Here is a Save Circle to record your comings and goings. Crack the boulders open for some pick-me-ups, too.



Disarm the mercenaries, then run north and follow the path as it leads you deeper into this winter wonderland.

### Character Gate: Goku® (Map Point 3)



The next area features another swath of mercenaries guarding a level 40 Goku® Character Gate. Because you cleared one in the Northern Mountains, you should be all set.



Heading back, take the spur leading west to find a trio of mercenaries guarding a...bunch of rocks?





# GATHERING THE DRAGON BALLS®

## T-Rex and a Capsule (Map Point 5)

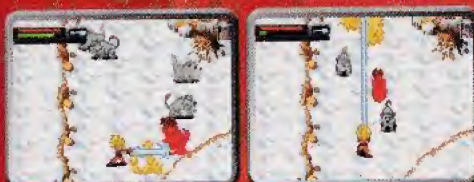


No, they were guarding a hidden entrance to an angry T-Rex. This lizard is ornery, but nothing Goku® can't handle. Dispatch the big beastie and you'll get a +5 Strength capsule!

### CAUTION

As you continue north from the T-Rex, you encounter a pack of strong wolves. Prepare to be swarmed.

## Dragon Ball® 5 of 7 (Map Point 6)



On the main trail, continue north and face a quintet of timber wolves and saber-toothed tigers. Use the Kamehameha to take 'em down as they rush Goku®.



Wild animals dealt with, mosey north and claim the next Dragon Ball®. To the Tropical Islands!

## Dragon Ball® (Tropical Islands)



The Tropical Islands Dragon Ball® is an easy score. Save at the Save Circle, then skip down each Flight Circle until you reach the main island.



Head south from the main island Flight Circle, destroying the saber-toothed tiger pack in your path.

## Dragon Ball® 6 of 7



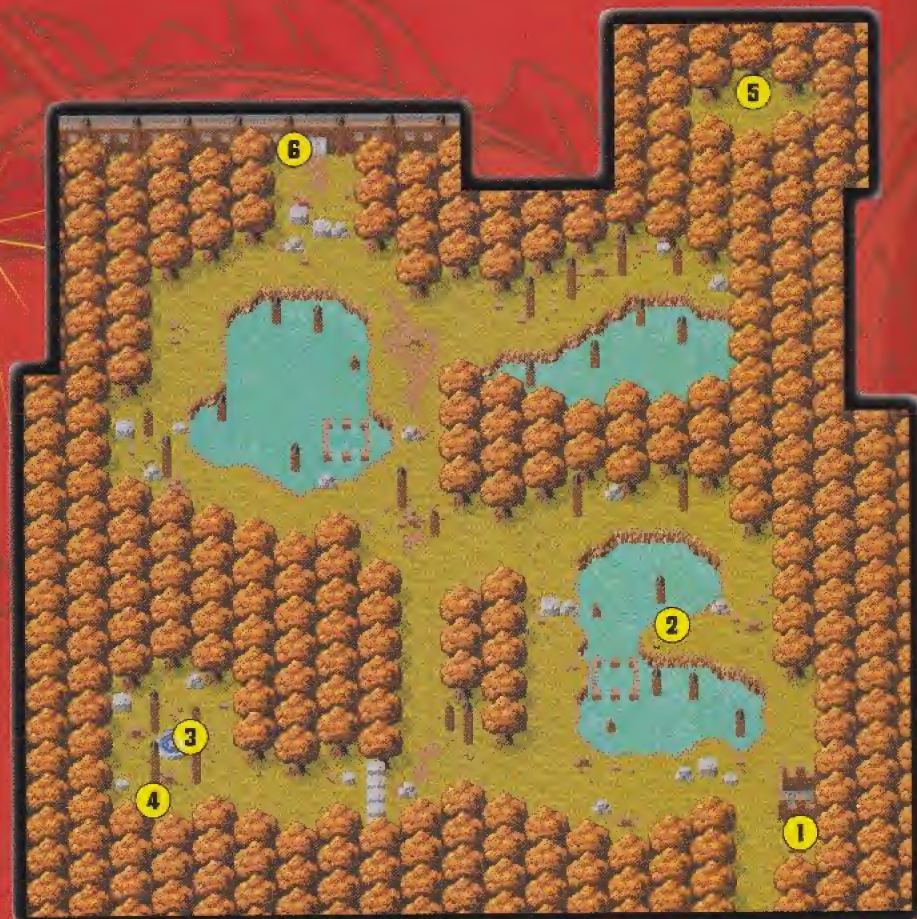
South of that pack is a potpourri of 'gators, tigers, and pterodactyls. Slay them and claim the sixth Dragon Ball®! Get Vegeta® and head for the East District.







### Dragon Ball® (East District 439)



### Capsule (Map Point 1)



With the last Dragon Ball® in sight, head for East District 439, then head down the path leading west.]



When you enter the Character Gate, you spot a capsule to the right. Mind the ninja lurking in the trees below it, and grab it.



All the way west is a Vegeta® Character Gate. Smash it and head in.



From the entrance, head due west, past numerous ninja (watch for them in the trees) and henchmen to the next screen.



# GATHERING THE DRAGON BALLS®



Here are a wall of breakable stone and two ninjas flanking either side, carefully hidden in the trees. Dispatch the ninja, then shatter the wall leading west.



On the main road, head north to deal with several henchmen itching for a fight. Give them a short one.

## Character Gate: Goku® (Map Point 6)



After you muscle past four henchmen, you come upon a Goku® Character Gate. Smash it, and into the fortress you go.

## Save Circle (Map Point 3)



On the opposite side of the barrier is a Save Circle. Check in and smash the nearby stones if necessary. Change to Goku® here. After saving, head out, then due north, minding all the ninja action going on around you.

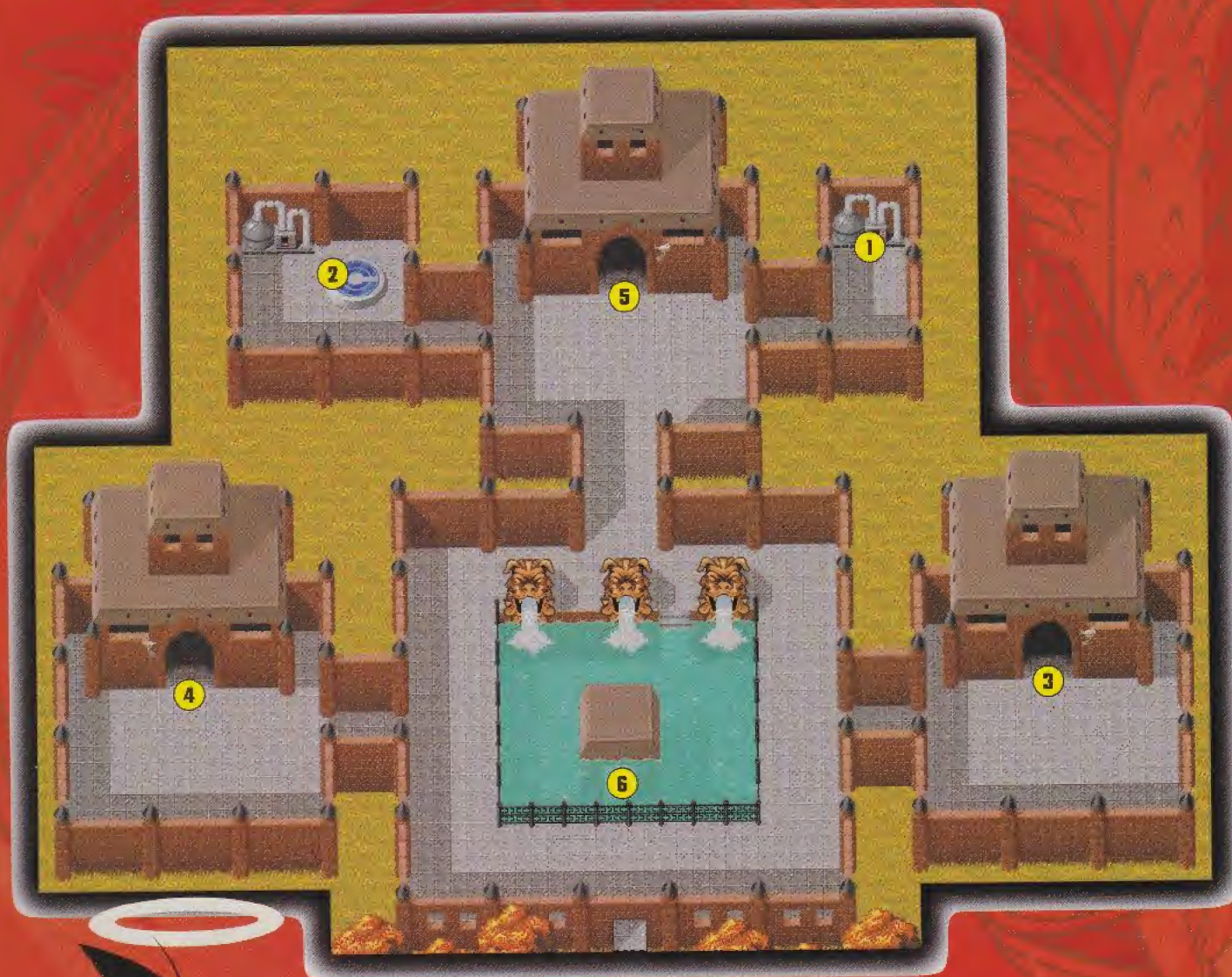


As you enter the next area, you spy some Red Ribbon rejects. Head north, past the concrete obstacle to the next screen.

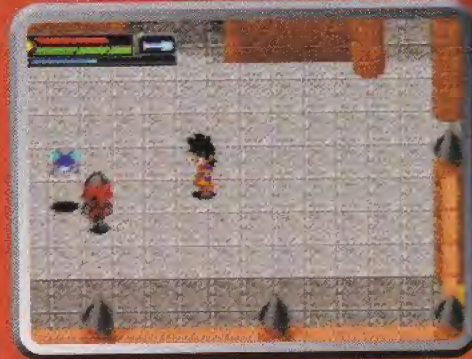




## Inside the Fortress



Once inside, turn left and head due west. You come across a lone ninja before long. Put the whammy on him.

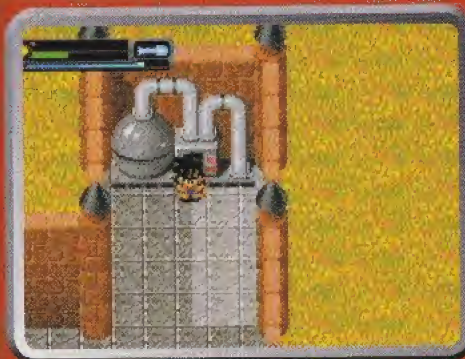


Continuing north, then east, and once more north, you come upon a ninja and a drone. Destroy them, then take the east path.



# GATHERING THE DRAGON BALLS®

## Generator (Map Point 1)



Here is a generator. Flip the switch, then head out.

## Generator/Save Circle (Map Point 2)



Opposite the first generator is the second. Run due west, past the ninja and drone, to reach it.

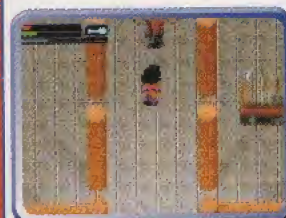
## The Switches (Map Points 3, 4, 5)



The following series of switches requires you to hit the east one first (Map Point 3), then the one to the west (Map Point 4), and finally the north one (Map Point 5).



Each switch house is populated by four ninja, so be careful when entering. The first switch house (east) has one sword on the wall to the left of the lion face. The second one (west) has two swords on the wall, and the last one (north) has three swords on the wall.



After you dispatch the ninja, hit the respective switches to shut down the flow of water to the central pool.

## TIP

After stifling the flow of water, save your game!

## Entering the Fortress (Map Point 6)



With the flow of water interrupted, head down the steps and into a doorway to the unknown....



As you step inside, three Eggbots greet you. They're not happy to see you. Show them the feeling is mutual.



Through the southern doorway, you come across three more Eggbots. Bash them, then take either the left or right doorway heading south.





# DRAGON BALL Z

## THE LEGACY OF GOKU II

### PRIMA'S OFFICIAL STRATEGY GUIDE



#### CAUTION

Before choosing a door, be aware that the Red Ribbon Destroyer waiting beyond the threshold will hit you.



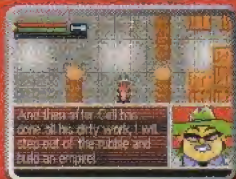
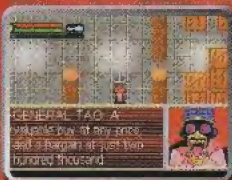
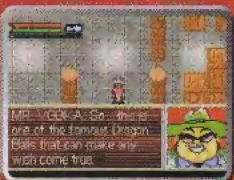
The Destroyer hits you. Dismantle him with a few sharp blows.



The next room houses two more Eggbots. Trash 'em, then get ready to rumble.

#### CAUTION

Before exiting this room, be aware that you're about to engage in a boss battle, so make sure you're fit and ready to fight.



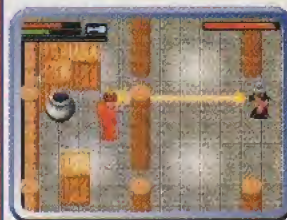
You've dropped in on a shady black market Dragon Ball® racket. General Tao® is intent on selling the last Dragon Ball® to Mr. Vodka™. This can't happen....



#### Boss Battle: General Tao



Beating General Tao is simple. He's not bright and the columns allow you to take advantage of that.



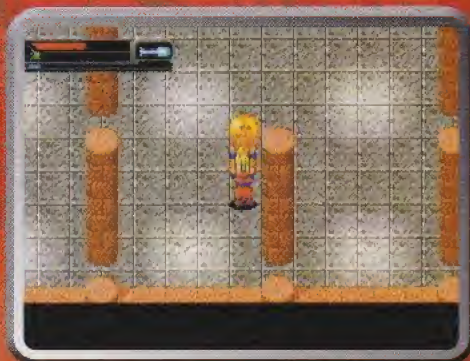
1. His only real weapon is the Dodonpa Wave, but if you simply maneuver around the pillars, he can't hit you.



2. Pummeled him from time to time (or all the time) completely destroys him in very short order, especially because

Goku® should be well past level 40 by now.

#### Dragon Ball® (7 of 7)



With the last Dragon Ball® in your possession, it's time to head to Dende's™ Lookout and prepare for The Cell™ Games.





# GATHERING THE DRAGON BALLS®

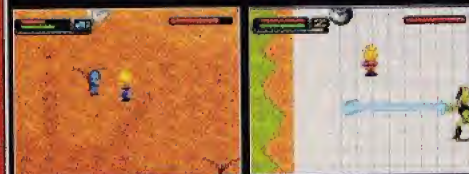
## Next Time on Dragon Ball Z®: The Legacy of Goku II™ ....



With all seven Dragon Balls® in their possession, the Z Fighters head to Dende's™ Lookout.



It's time for The Cell™ Games! The Z Fighters assemble outside, and Goku® prepares for the fight of his life.



The battle rages, as Goku®, Gohan®, and the other Z Fighters give it their all to stop this machine from destroying the world.



All this and more in the next exciting chapter of Dragon Ball Z®: The Legacy of Goku II™, The Cell™ Games....



## News from NAMEK™

### Bardock™: Father of Goku®

When a low-class Saiyan soldier named Bardock™ unexpectedly inherits the ability to see into the future, his life takes a dramatic turn for the worse! Haunted by visions of his own end as well as the destruction of his entire planet, Bardock™ sets off on a nightmarish race with fate to avert the impending disaster.

But Bardock seems to be stumbling along in a maze of hopeless despair until a vision of his baby son, Kakarot™, as a grown man inspires him to make a change and confront his destiny head on!

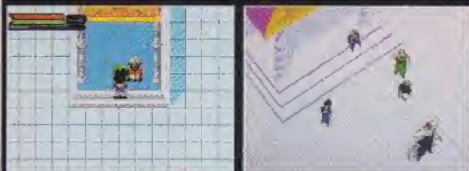
This is the story of Bardock™, the father of Goku®.

SOURCE: Dragon Ball Z® Official Website  
(<http://www.dragonballz.com>), Courtesy of FUNimation®.

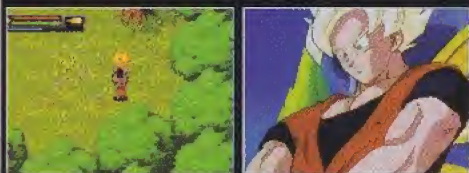


# THE CELL™ GAMES

## Last Time on Dragon Ball Z®: The Legacy of Goku II™ ....



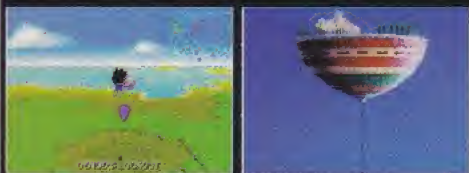
After The Cell™ Games were announced, the Z Fighters assembled at Dende's™ Lookout to decide a course of action.



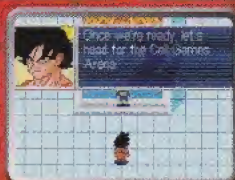
Deciding that the Dragon Balls® were needed, the Z Fighters set about collecting them from around the world.



The Z Fighters located every Dragon Ball®.



The Z Fighters gather at Dende's™ Lookout before heading for a final showdown at The Cell™ Games....



After returning the Dragon Balls® to Dende™, Goku® mentions that you should finish training, then head to The Cell™ Games Arena. Head south, switch to Goku®, and save.

## TIP

Level up your characters to at least level 35, and stock up on Senzu Beans. Invest some of those capsules you've been collecting.

## The Cell™ Games Arena



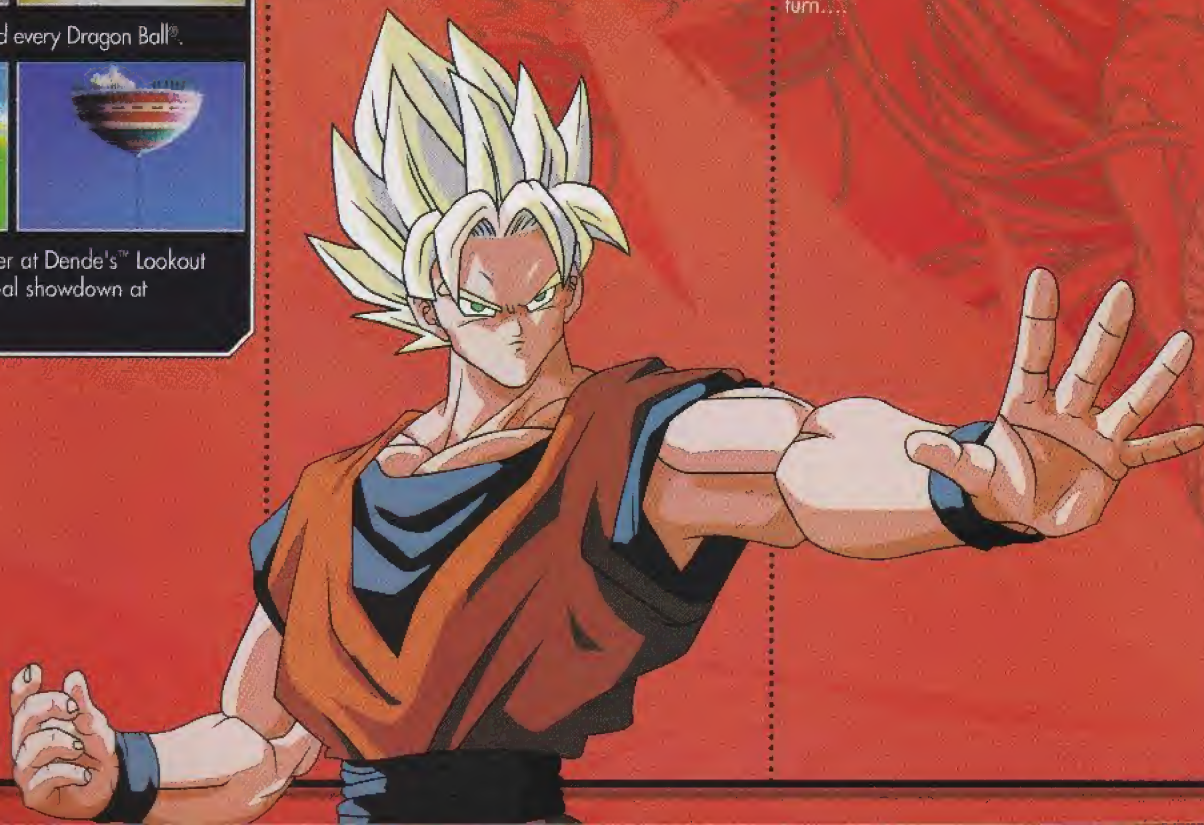
After you arrive at the Arena, speak to the folk scattered about the area. Trash the Character Gate to the north and enter the Arena.

## TIP

Before entering to the north, change into Super Saiyan mode!

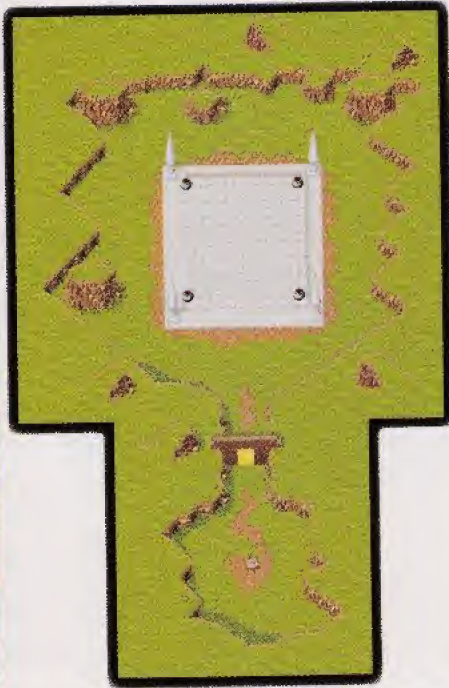


Hercule™ attempts to stop Cell™ in his own unique way, only to get sorely rebuffed. Now it's Goku's® turn....





## Boss Battle: Cell™



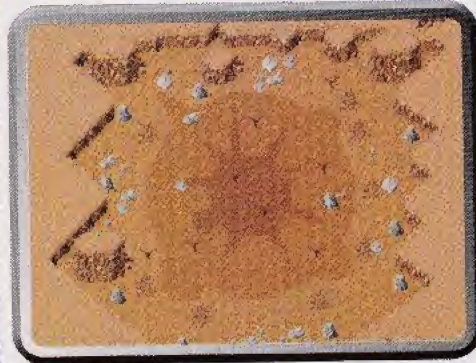
1. Cell™ isn't difficult if you don't let him hit you. Mind that punishing Kamehameha he wields, though.



2. He's not fast enough to get away from a raging Super Saiyan. Pummeling him delivers the battle into your hands.



3. Do not let him out of your sight: Crack away at him until about 20 percent of his health is gone, and he nukes the Arena.



The battle rejoined, chip away until over half his life bar is gone and Gohan™ gives up, coaxing Gohan™ to go toe-to-toe with the monster over Piccolo's™ objections.



Gohan™ vs. Cell™—the fight of the century!



1. Run from Cell™ to activate Super Saiyan mode.



2. Do not give Cell™ a chance to breathe or the battle will become fatal.



With half his life bar annihilated, Cell™ stares down Gohan™, confident in his victory. Gohan™ realizes he has a hidden power that might yield victory over Cell™.



Android 16™ joins the fray, determined to destroy Cell™ with his built-in bomb. Unfortunately, Dr. Briefs™ removed it, and Cell™ atomizes Android 16™ with fury.



With Android 16™ nothing but a memory, Cell™ taunts Gohan™ more, attempting to enrage him to the point of unleashing his true power. Cell™ unleashes the Cell Jr.'s™ to tackle Piccolo™, Vegeta™, and Trunks™.





#### Boss Battle: Cell Jr.'s™ x3



1. Don't let their diminutive stature deceive you: the Cell Jr.'s™ are tough. However, like Cell™, they

can't handle a smothering offensive.



2. Each fight is the same between Piccolo™, Vegeta™, and Trunks®. You have to win with

each to move on in the war against Cell™.



3. Victory!



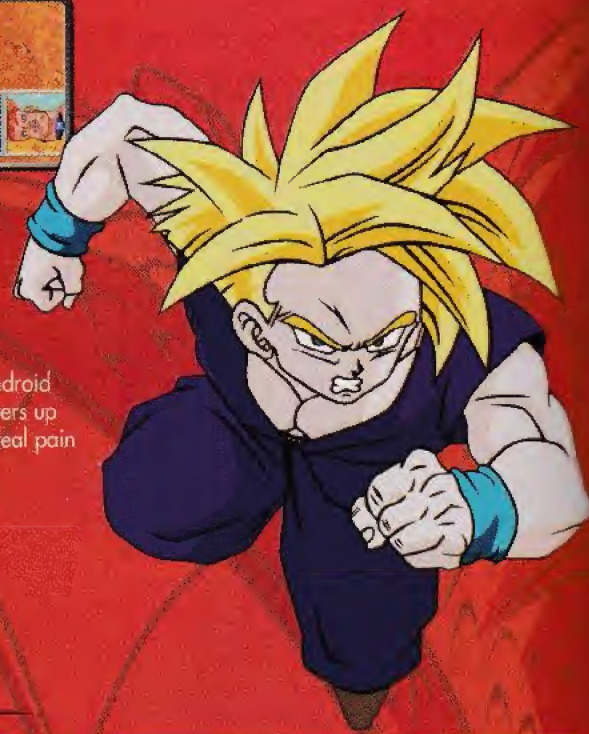
It would be shameful for a warrior to run away.



Gohan



Pushed over the edge (with coaxing from Android 16's™ head), Gohan® goes berserk and powers up to unheard-of levels. It's time to know what real pain feels like, Cell™!



#### Boss Battle: Cell™



Gohan® will level Cell™. He is an order of magnitude more powerful, and is an unfiring engine of destruction.



Lay into Cell™ and watch this monstrosity crumble beneath your fury.



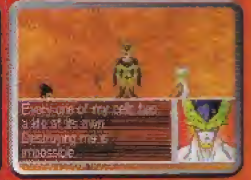
You shrug off his Kamehameha like it was a minor scratch.



In a far shorter time than you might expect, Cell™ is face down on the ground.



# THE CELL™ GAMES



Having taken such a severe beating from Gohan®, Cell™ comes apart at the seams, releasing Android 18™ and devolving to his imperfect state. But it's not over yet.

Deciding that if he can't win, nobody will, Cell™ activates his self-destruct sequence. Goku® joins the fray, however, and uses his Instant Transmission ability to spirit Cell™ (and himself) to King Kai's™ planet.

Goku® is annihilated in the ensuing blast, along with King Kai™ and Cell™... apparently. But, what's this, he's back?

## Boss Battle: Cell™, Final Showdown



Gohan® must go toe-to-toe with Cell™ for one last battle. The good news is that he's no more difficult than the last fight.



Keep the heat on to beat Cell™ easily, even with his much-vaunted regenerative powers.



Locked in mortal combat, as the Z Fighters look on, Cell™ and Gohan® attempt to destroy one another. But with Goku® supporting him from the Other World, Gohan® finds the strength to destroy Cell™!





# EPILOGUE

## Closure

### TIP

Now that Cell has been defeated, you've cleared the game. However, if you like, you can go back and snag any Golden Capsules you missed (all 25) or the missing Nameks (all 7).

The Z Fighters gather one last time at Dende's Lookout:









# APPENDIX

## Quest Flow

The following section gives a quick overview of each chapter and the associated quests that take place therein, broken down into descending order of complexity: Chapter Quest, Main Quest, Quest, Sub-Quest.

### NOTE

Not all chapters have an overarching goal (e.g., a Chapter Quest) nor do all chapters have focused goals (e.g., a Main Quest). Nonessential Quests (such as Capsule Corp. and others) and Counter Item Quests are not included.

### CAUTION

Although the following info is cut and dried, sometimes spoilers are revealed, so peruse at your own peril.

## Prologue

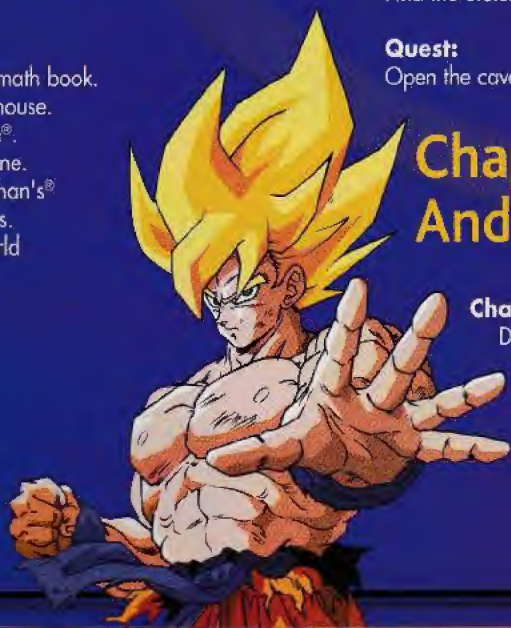
### Quests:

- Destroy target with melee attack.
- Destroy target with energy attack.

## Chapter 1: At Home

### Quests:

- Pick up the math book.
- Escape the house.
- Battle Frieza®.
- Answer phone.
- Retrieve Gohan's® battle clothes.
- Use the World Map Sign.



## Chapter 2: A Visitor From the Future

### Quests:

- Find and talk to the rest of the Z Fighters.
- Talk to Trunks®.

## Chapter 3: Preparing for the Invasion

### Main Quest:

- Start the parade.

### Quest:

- Get a sandwich for Hercule™.

### Sub-Quests:

- Save the schoolchildren.
- Give newspaper to chef.

### Quest:

- Get a record for Hercule™.

### Sub-Quest:

- Go to the Antique Store and get record.

### Main Quest 2:

- Save the village from the Triceratops King.

### Main Quest 3:

- Find the Stolen City Key.

### Quest:

- Open the cave.

## Chapter 4: The Androids™ Arrive

### Chapter Quest:

- Defeat Androids 19™ and 20™.

### Main Quest 1:

- Talk to Z Fighters.

### Main Quest 2:

- Bring Vegeta® to the Android™ battle.

### Main Quest 3:

- Defeat Android 19™.

### Main Quest 4:

- Defeat Android 20™.

## Chapter 5: Dr. Gero's™ Laboratory

### Main Quest 1:

- Remove the force field.

### Quest:

- Transfer dino eggs to new nest.

### Quest:

- Destroy the generator in the house.

### Main Quest 2:

- Destroy the doorway to Dr. Gero's™ lab.

### Main Quest 3:

- Deal with Android 18™.

## Chapter 6: Cell™ Appears

### Chapter Quest 1:

- Merge Piccola™ with Kami™.

### Chapter Quest 2:

- Confront Cell™ in Gingertown.

### Main Quest 1:

- Find the time machine.

### Main Quest 2:

- Find what emerged from the time machine.



## Main Quest 3:

Confront Cell™.

## Chapter Quest 3:

Seek out and destroy the embryonic Cell™.

## Main Quest 1:

Destroy the embryonic Cell™.

## Main Quest 2:

Destroy the master computer.

## Main Quest 3:

Escape the imploding lab.

## Chapter 7: Piccolo™ Versus the Androids™

### Chapter Quest 1:

Enter the Hyperbolic Time Chamber with Goku®, Gohan®, Trunks®, and Vegeta®.

### Chapter Quest 2:

Piccolo™ must fight the Androids™ to keep them at bay while the others train in the Hyperbolic Time Chamber.

## Chapter 8: Vegeta® and Trunks® Versus Cell™

### Chapter Quest:

Vegeta® and Trunks® must stop Cell™ from absorbing the other Androids™.

### Main Quest 1:

Vegeta® vs. Cell™.

### Main Quest 2:

Trunks® vs. Cell™.

## Chapter 9: Gathering the Dragon Balls®

### Chapter Quest:

Gather all seven Dragon Balls® and take them to Dende's™ Lookout.

## Main Quest 1:

Capture the Dragon Ball® in the Warlord's Domain, west of West City.

## Main Quest 2:

Capture the Dragon Ball® on the west side of Gingertown.

## Main Quest 3:

Capture the Dragon Ball® in the Northern Wastelands, behind the Goku® Character Gate (over the bridge).

## Main Quest 4:

Capture the Dragon Ball® in the Northern Mountains, behind the Goku® Character Gate.

## Main Quest 5:

Capture the Dragon Ball® in the Snowy Highlands due north.

## Main Quest 6:

Capture the Dragon Ball® in the Tropical Islands.

## Main Quest 7:

Capture the Dragon Ball® from General Tao™ in the fortress west of East District 439.

## Chapter 10: The Cell™ Games

### Chapter Quest:

Defeat Cell™ for the last time

### Main Quest 1:

Goku® must defeat Cell™.

### Main Quest 2:

Gohan® must defeat Cell™.

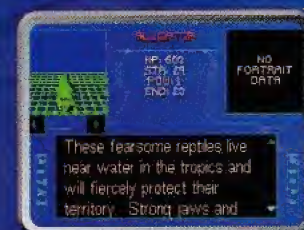
### Sub-Quest:

Trunks®, Vegeta®, and Piccolo™ must defeat the Cell Jr.'s™.



## Bestiary

### Alligator



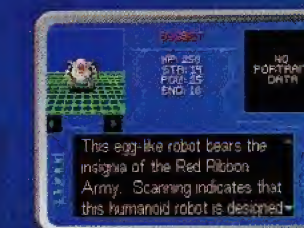
### Butterfly



### Destroyer

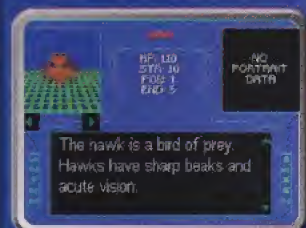


### Eggbot





## Hawk



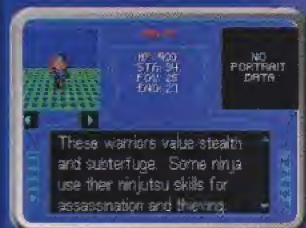
## Kuma Mercenary



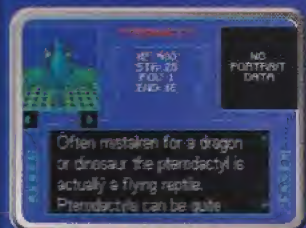
## Ladybug



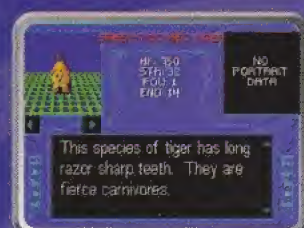
## Ninja



## Pterodactyl



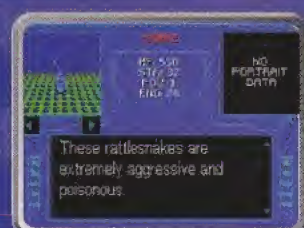
## Saber-Toothed Tiger



## Scorpion



## Snake



## Squirrel



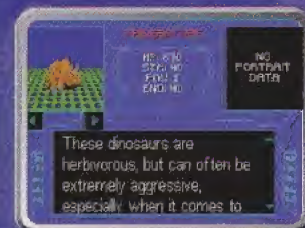
## Tiger Bandit



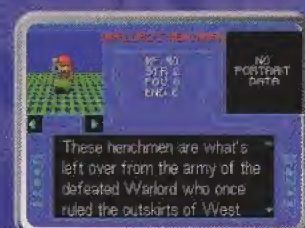
## T-Rex



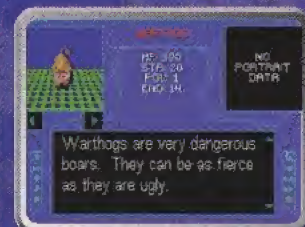
## Triceratops



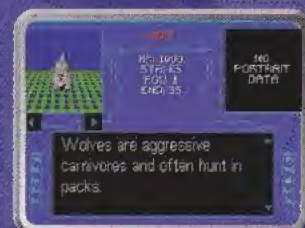
## Warlord's Henchman



## Warthog



## Wolf





## Interview with Murray Kraft; Webfoot

(developer of *Dragon Ball Z: The Legacy of Goku I™* and *II™*)

P = Prima

MK = Murray Kraft

P: How did Webfoot get its start?

MK: Webfoot was started in the mid-1990s by Dana Dominiak and Pascal Pochol. They concentrated initially on budget PC games, turning out quite a few titles as they grew the company larger over time. Recently Webfoot has added larger scale console development alongside the budget development.

P: What is Webfoot's gameography?

MK: Some of Webfoot's older titles include *Super Huey III*, *3D Frog Frenzy*, *Forbidden Forest III*, and a whole lot more. The company has managed to churn out quite a few games in very little time. The most recognized game from Webfoot so far is of course *The Legacy of Goku™*.

P: How many people make up Webfoot?

MK: Today Webfoot is made up of a dozen full-time employees and many part-time contractors.

P: Are the guys and gals at Webfoot big *Dragon Ball Z* fans?

MK: We have a few really big fans here who know the show inside and out. Then we have a few who are newly converted fans (like myself) having been totally immersed in *Dragon Ball Z* for some time now. We're all very excited to be working on something that is so eagerly anticipated.

P: How long has the game been in development?

MK: We began ironing out most of the design in August of 2002 and wrapped up the final parts of the game in April of 2003.

P: How many people worked on the game over the course of its creation?

MK: At Webfoot there were 13 developers who contributed on the production side. Some of those 13 were working on the game for the entire development cycle, while others came in and out as their skills were needed.

P: In what ways are you pushing the GBA hardware?

MK: Jeffrey Lim did an amazing job of squeezing everything he could out of the hardware. I had full confidence that when he told me something couldn't be done that it couldn't be done. Fortunately I didn't hear that from him very often! On the visual side, there are environments in the game in which we are packing every last bit of art that the hardware can handle. The music engine also allowed us to capture the style of *Dragon Ball Z* as closely as we could have expected on the Game Boy Advance. I was also very pleased that we could take advantage of the Game Boy

Advance's "Mode 7" effect for the pseudo-3D world map.

P: The game, on the whole, seems vastly improved in nearly every area over its predecessor—from graphics to music to gameplay—was this a function of a larger cartridge, more time, etc.?

MK: Having more time for development certainly helped for *The Legacy of Goku II*®, although no amount of time ever seems like enough! We had the same size cartridge for the sequel, but packed a lot more content onto it this time. I think the biggest reason for the improvement between games was simply the experience that was gained making *The Legacy of Goku™*. We made a lot of mistakes during the development of the first game and fortunately learned quite a bit about how to avoid them in the future. When we began working on the sequel, we knew what kinds of tools we needed to make, how important a thoroughly thought out design would turn out to be, and we also understood more about the skills of individual team members, which enabled us to maximize our strengths.

P: Over the course of development, things are always cut as time becomes an issue. Was anything of note dropped from the title that might find its way into other games?

MK: We wanted to include voice samples in the game for all of the playable characters, but we had to drop that because of cartridge space issues. We also wish we could have implemented more varied portrait expressions per character, but it just wasn't practical to do in the end. There's always the possibility that these and many other "wish-list"-type features may appear in the future.

P: And speaking of other games: I'm sure the fans would like to know if there's any word on a *The Legacy of Goku III™*?

MK: I think it's a safe bet that there will be another game in the series. If I were a betting man, I'd put my money down on Buu™ appearing in it as well.

P: How difficult is it making an RPG that's based on a property that is so well-known by its fans that real surprises are difficult to spring?

MK: More difficult than I'd like it to be! But our goal was not so much to surprise fans with new content than to surprise them with the pleasure of enjoying a familiar story in a new medium. The trick is to find a way to pare an epic story down to its most concentrated elements. If those concentrated elements are conveyed well to the player, then the game will feel "true," even if minor parts of the story have been somewhat altered from the television show. It was important to emphasize the strength of the story because it's much more difficult (if not impossible) to capture the visual style of something like *Dragon Ball Z*® on a Game Boy Advance.

P: What's the biggest challenge when working on something with as much fan love and worship behind it as *Dragon Ball Z*®? Is there tremendous pressure knowing that literally hundreds of thousands of people will be viewing your creation with a potentially jaundiced eye?

MK: The biggest challenge for the team was attempting to both stay true to the license while also making the game fun. It's possible to veer too far to either side and miss the mark you're aiming for: if you stay 100 percent true to the license, then you'll end up sacrificing gameplay and also alienating the non-fan who is playing the game and has no history with *Dragon Ball Z*®. We also could have made design decisions based solely on what would be the most fun (which in theory is what every developer should consider first and foremost), but then we would have had to make potentially unaccept-

able changes to the *Dragon Ball Z*® storyline.

The process we worked with was to lay out the storyline and decide what absolutely had to happen in a predetermined way in the game, then figure out what sections of the story allowed us to be the most flexible. Then it was just a matter of determining what would be the most fun way of going from point A to point B. If you can't change what A and B are, you just have to make sure everything in between is engaging.

There's definitely a lot of pressure working on something that has such a devoted fanbase. On one side of the fanbase are those people who will love anything and everything that has *Dragon Ball Z*® associated with it. Then on the other side are the fans who will be dissatisfied despite what we do, because it can't possibly reach their expectations. If we end up pleasing the fans in the middle, I think we've accomplished what we set out to do.

P: Any chance Webfoot might bring their RPG expertise to a console such as PS2, GameCube, or Xbox? And, more specifically, how about a *Dragon Ball Z*® RPG?

MK: There's always that possibility....

P: Speaking of GameCube, any chance that *The Legacy of Goku II™* might link up to the GameCube *Dragon Ball Z*®: *Budokai* in some fashion?

MK: Not with *The Legacy of Goku II™*, but there will be *Dragon Ball Z*® games coming out in the future that have linking capability.

P: What games do you play in your spare time (assuming you have any) and which designers and/or games serve as inspiration in the design process?

MK: Spare time can be hard to come by during the development cycle! But I'm a game enthusiast, both on PC and consoles, and spend quite a bit of time playing new games when I can. I tend to enjoy just about anything from Shigeru Miyamoto or Warren Spector, among others. Some of my favorite games include *The Legend of Zelda: Ocarina of Time*, *Deus Ex*, *Thief II*, and *Metroid Prime*. In the specific case of *The Legacy of Goku II™*, there were quite a few games that were influences on the team: classic Super Nintendo games like *The Secret of Mana™*, *Chrono Trigger™*, *The Legend of Zelda™*, *A Link to the Past™*, and the *Final Fantasy™* games. There were also less obvious influences like the *Castlevania™* series and the *Metroid™* series.

P: Who's your favorite *Dragon Ball Z*® character and why?

MK: Definitely Vegeta®. He seems to me to possess the most character depth in the series. Vegeta® is fairly unpredictable and walks that fine line between good and evil, altruism and selfishness. He also has great hair.

P: Goku® vs. Yusuke (of *Yu Yu Hakusho*). Who wins and why?

MK: Unless Yusuke can destroy the entire solar system with a snap of his fingers, I'd say Goku® would likely beat him down pretty quickly.

P: What's next for Webfoot?

MK: That will likely be revealed in the very near future!

Prima would like to thank Murray for his time and the skilled team at Webfoot for putting together a great game.



#### Interview with Chris Lundeen, AP, Atari and Hardcore Dragon Ball Z® Fan

**P** = Prima  
**CL** = Chris Lundeen

**P:** What do you do at Atari (formally Infogrames)?

**CL:** I am one of two Associate Producers on the Dragon Ball Z® license.

**P:** How did you end up working on the Dragon Ball Z® titles?

**CL:** I started working on the Dragon Ball® games when we (Atari) first signed a licensed deal with FUNimation to make and publish games based on this popular series.

**P:** How long have you been a fan?

**CL:** Funny enough, my first experience with Dragon Ball Z® came when I was a store manager at a big video rental chain. My employees would play it on the store TVs after and before store hours. I became intrigued by the fighting and soon after found myself watching along with them. This was about four years ago. Once we started working with FUNimation to get the rights to develop and publish games based on the Dragon Ball Z® universe I asked to be involved. Several years later and several titles later, I found myself knowing maybe too much about Dragon Ball Z®.

**P:** What's your favorite Dragon Ball Z® title thus far?

**CL:** I am going to have to say Dragon Ball Z®: The Legacy of Goku™. It was my first console game as well as my first Dragon Ball Z® game. But I loved working on Dragon Ball Z®: Legacy of Goku II™ the most. The game has been expanded in so many ways it's impossible to go into detail here.

**P:** Do you think Dragon Ball Z® games should branch out into other genres?

**CL:** Definitely. We are looking at multiple ways to bring the Dragon Ball Z® experience to the fans as well as newcomers.

**P:** What other Dragon Ball Z® titles can we expect to see soon?

**CL:** There are two other titles signed and in the works. Dragon Ball Z®: Budokai for the GameCube and Dragon Ball Z®: Taiketsu for the GBA. Dragon Ball Z®: Budokai for the GameCube will have some visual enhancements.

**P:** I'm sure a huge portion of the fans reading this would like to know: How do you get a job working on Dragon Ball Z® games?

**CL:** School is important. Depending on what aspect you would like to get involved in, there are many routes to take. If one wants to actually make video games, as in writing code, then I would suggest learning C++ visual basics. From there look for any and all programs that allow you to build simple games. Start making small productions and then when it is time to pick a college, look for ones that offer video game programs. You are going to start to see a lot more schools offering programs specifically aimed at the game industry.

If you are looking to be on the publishing side, look for schools that have project management and or marketing and sales programs. On this side more than any, it is also important to have great networking skills—and not be afraid to speak in public.

**P:** Goku® vs. Yusuke (from Yu Yu Hakusho): Who wins and why?

**CL:** Are you kidding? Goku®, hands down. He's a Saiyan. Yusuke is a mere Earthling. Maybe I am biased, but I think even Hercule™ could take down Yusuke.

**P:** Who is the most underrated Dragon Ball Z® character and why?

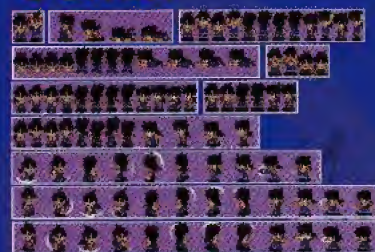
**CL:** I think Tien™ is the most underrated. Granted, he isn't the most powerful. But he has always stepped up to the plate against the baddest of bad guys. Plus, with his third eye, if he gets sand in one, he still has two good eyes to see with while fighting.

*Prima would like to thank Chris for his time.*

## Sprite Rips

What you see here are the actual frames of animation "ripped" from Dragon Ball Z®: The Legacy of Goku II™ showing each and every action by each of the main playable characters. Gives you a good idea as to how much animation (and how much work) went into this title!

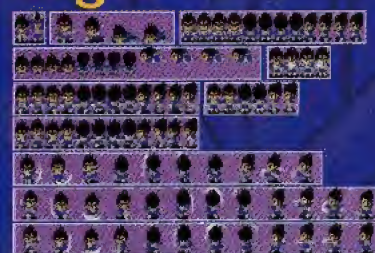
### Gohan®



### Piccolo™



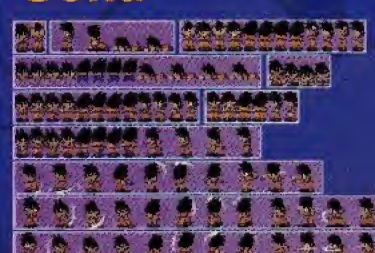
### Vegeta®



### Trunks®



### Goku®









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# DRAGON BALL Z<sup>®</sup>

## THE LEGACY OF GOKU II<sup>™</sup>

# SEALED SECTION

OPEN AT YOUR OWN RISK!





Think you've seen all that Dragon Ball Z: Legacy of Goku II™ has to offer? Think again! Herein you'll find the locations to each Golden Capsule in the game (as per Dr. Brief™) and every missing Namek™ (as per Vegeta's® arrival on Earth).

## Golden Capsules



There are 25 Golden Capsules scattered throughout the world, all of which must be found to gain a reward from Dr. Brief's™.

### TIP

Each of the capsules here is arranged in the order in which you come across it the first time through the game, broken down by area; i.e., Golden Capsule #2 is in West City. In some cases, however, you need to return to a previously explored area to retrieve a Golden Capsule.



### NOTE

While the majority of Golden Capsules listed herein make reference to "Map Points" in previous sections, not every Golden Capsule is thusly enumerated. Bear this in mind.

## West City

Keep in mind that West City is broken down into many components and requires venturing throughout to obtain all seven Golden Capsules located therein.

### Golden Capsule #1



To the right of the Save Circle as you're entering the area to save the schoolchildren is a Golden Capsule down a narrow path!

### Golden Capsule #2 (Map Point 5)



After collecting the lost children, head to the park to the west and you come across a woman sitting on a bench and her little boy running around. Chat with the lad and give him Hercule's™ autograph. He turns around and tosses you the second Golden Capsule!





## Golden Capsule #3 (Map Point 10)



East of the antique shop (where you scored Hercule's™ record), Golden Capsule #3 lies in a cul-de-sac. Zip past the guy by the trash bin to score it!

## Golden Capsule #4 (Jungle/Map Point 3)



The fourth Golden Capsule is the first tricky one to retrieve. In the jungle south of West City, as you come upon the bridge after fighting the first Kuma Mercenary, continue south to enter an area populated by two Red Ribbon drones and two more mercenaries. Zap the mercenaries, then go after the drones.



Continue to the west and position yourself above the lower boulder. From here, wait till each mercenary (three in all) crosses your path, then let loose with your energy blasts. With luck, you'll have enough juice to juice them.



When the mercenaries are all toasty, head left to scoop up Golden Capsule #4!



## Golden Capsule #5 (Jungle/Map Point 6)



As you head toward the Triceratops King, before ducking behind the waterfall to continue on your quest for his head, keep moving south.



Follow the land as it winds south then east, through the shallow water patches and under a bridge.



#### Golden Capsule #7 (Warlord's Domain/Map Point 4)



A few more steps past the bridge and Golden Capsule #5 is yours!

#### Golden Capsule #6 (Warlord's Domain/Map Point 2)



To reach the sixth Golden Capsule, head into the Warlord's Domain, then take the low road (south, then west) to the clearing to run into the sixth Golden Capsule. Mind the henchmen running around.



Go behind the abandoned fortress (from the right side) to find a man cowering by the trees. Talk to him and he gives you capsule #7!

#### Master Roshi's<sup>®</sup> Island

#### Golden Capsule #8



On the upper right corner of Master Roshi's<sup>®</sup> Island sits an easily scored Golden Capsule.





## Southern Continent

### Golden Capsule #9 (Map Point 2)



Just as Vegeta® begins his trek on the Southern Continent, after dealing with the gang of Tiger Bandits, take him through the narrow opening to the left.



Once through, trounce the lone tiger, then head forward and claim the ninth Golden Capsule!

### Golden Capsule #10



Remember that Gohan® Character Gate? Smash through it and dispatch a few scorpions before grabbing a +3 Strength capsule.



Head east, across the bridge, watching out for another pair of scorpions as you go. Exit the cave.

#### CAUTION

After exiting the cave, two more scorpions may attack you, so be ready!



After dealing with another set of scorpions outside the cave, head north and squish some snakes. Head up the eastward leaning path.



You come across two more snakes and a scorpion. Blast them to pieces, then head the southeast path.



This leads you toward a quarry with two more scorpions in your way. Toast them, then peek down at the T-Rex lurking below.



THE  
OFFICIAL  
MAGAZINE

# DRAGON BALL Z THE LEGACY OF GOHU II

PRIMA'S OFFICIAL STRATEGY GUIDE

## Golden Capsule #11 (Map Point 5)



Instead of rushing down to go hand-to-hand with this beast, use Gohan's® Masenko Ha to pelt him from above. Bye-bye, T-Rex.



Go around the horseshoe, past a tiger and scorpion (mind the bomb-chuckers above) and scoop up the Golden Capsule!



To reach Golden Capsule #11, head north, then west from the Gohan® Character Gate after dealing with a weak show of force (two tigers and the Red Ribbon 'bot).



Crush the foolish rocket-totin' clown as you enter the area. From there, continue south.



Next you come across two tigers who are oblivious to the fury about to be unleashed upon them. Destroy them.



Farther down the path is the object of your desire: Golden Capsule #11.

## Northern Mountains

## Golden Capsule #12 (Map Point 3)



Take a quick jog south of the initial Save Circle to find Golden Capsule #11...surrounded by a warthog pack.







Scoop up the precious capsule and head to the Save Circle.

## Golden Capsule #13 (Map Point 9)



After dealing with Dr. Gero™, part two, head east into the next area, then turn north, dispatching any Eggbots that cross your path.



On the next screen up, scrap three more Eggbots, then claim another Golden Capsule!

## Golden Capsule #14 (Map Point 10)



The next Golden Capsule is down a narrow path, south of the second generator.



Bash the tiger obstructing the path, then scoop up your glittering gem.

## Golden Capsule #15 (Map Point 13)



From the second bridge crossing (after Dr. Gero™, part three), head due south to find the next Golden Capsule.





### Golden Capsule #16 (Map Point 19)



After exiting the village, head down the path leading west and dispatch the snakes (and warthogs behind the tree) as you move north.



The next ridge up is home to a small warthog army. Use your Special Energy Attack to deal them one collective blow.



Go north and you happen across five Eggbots in succession, though you can deal with one at a time.



After scrapping them, collect the 16th Golden Capsule.

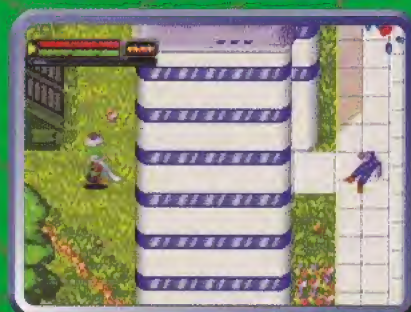
## Gingertown

### Golden Capsule #17 (Map Point 6)



Find Golden Capsule #17 to the lower-right of the abandoned time pod that Bulma™, Gohan®, and Trunks® investigate. That was easy!

### Golden Capsule #18



Through the Piccolo™ Character Gate at the start of Gingertown, head northwest, hugging the buildings, so you can make your way past a trash bin.



Find Golden Capsule #18 farther northwest.





Scoop up the precious capsule and head to the Save Circle.

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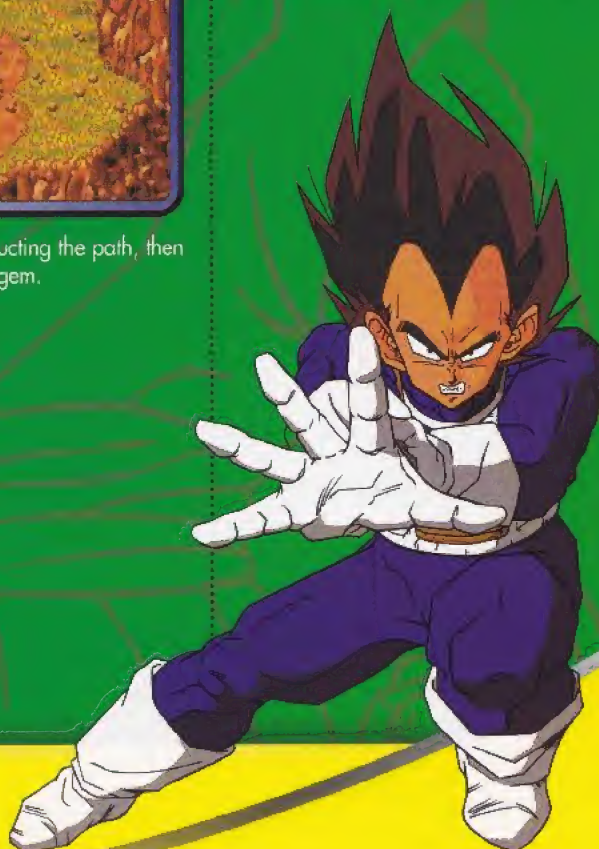


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### Golden Capsule #18



Through the Piccolo™ Character Gate at the start of Gingertown, head northwest, hugging the buildings, so you can make your way past a trash bin.



Find Golden Capsule #18 farther northwest.



## Tropical Islands

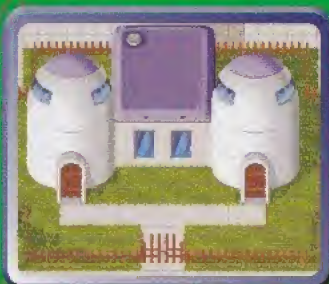
### Golden Capsule #19 (Map Point 8)



As you ascend the mountain, you come across a poorly hidden Golden Capsule patrolled by a pair of tigers on the western edge. Grab the capsule!

## West City Redux

### Golden Capsule #20



In the mayor's house, in the right wing, is another Golden Capsule!

### Golden Capsule #21



Head to West City Apt. A to find another Golden Capsule.

## Gingertown Redux

### Golden Capsule #22



During your quest for the Dragon Balls®, after heading back to Gingertown, drop by the fishing hole from earlier in the game to drop off the bait, and the fisherman gives you another Golden Capsule!





## Northern Mountains Redux

### Golden Capsule #23 (Plus Strength Capsule)



When you head to the Northern Mountains (while collecting Dragon Balls®), jet north and use Gohan® to smash the Character Gate from Dr. Gero's™ Laboratory, then wander back and grab the Golden Capsule.

If you continue north, past a few packs of wolves, you also can score a +5 Strength capsule!

## Outside the Fortress

### Golden Capsule #24 (Map Point 2)



After you return to East District 439 and head north from the Vegeta® Character Gate, you enter the next screen. Head due west until you spot a ninja guarding a Golden Capsule. Slice and dice and claim the capsule!

### Golden Capsule #25 (Map Point 4)



Southwest of the Save Circle (Map Point 3) lies another Golden Capsule. With that one, you should have reached 25! That's all of them. Dr. Brief™ will be pleased.

## Return to Dr. Briefs™

Return to Capsule Corp. for your reward! A Golden Capsule? This is a good thing, however, as this handy capsule allows you to leave a map whenever you want—no more waiting until you reach a World Map Sign!

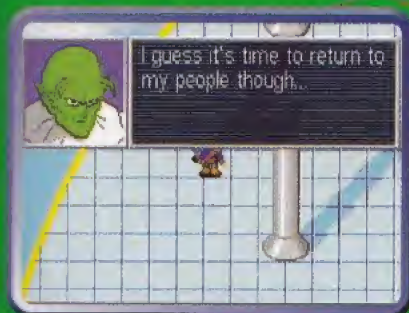
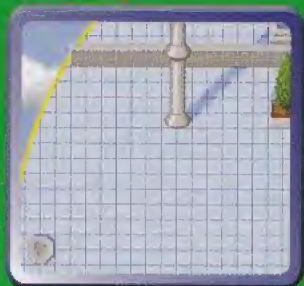




# The Missing Nameks™

## Kami's™ Lookout

### Missing Namek™ #1



After you get to Kami's™, head to the upper left corner to find the first missing Namek™!

## Tropical Islands

### Missing Namek™ #2 (Map Point 9)



Heading due east, you cross a wooden bridge onto a mesa that houses another missing Namek™. Send him home (and speak to his human friend)!

## West City

### Missing Namek™ #3



In the mayor's house, in the right wing, is the third missing Namek™!

### Missing Namek™ #4



In West City Apt. B is the fourth missing Namek™. Find him hanging out on the third floor!





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# DRAGON BALL Z

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PRIMA'S OFFICIAL STRATEGY GUIDE

## Northern Mountains Redux

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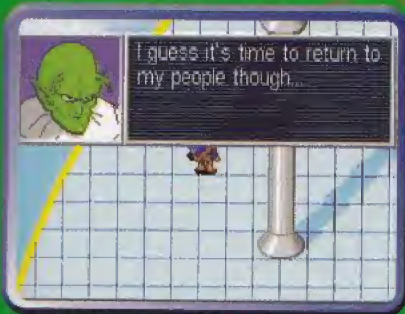
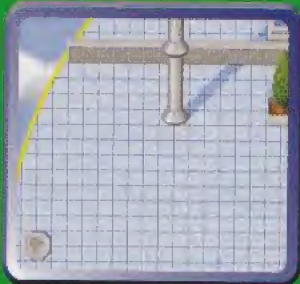




# The Missing Nameks™

## Kami's™ Lookout

### Missing Namek™ #1



After you get to Kami's™, head to the upper left corner to find the first missing Namek™!

## Tropical Islands

### Missing Namek™ #2 (Map Point 9)



Heading due east, you cross a wooden bridge onto a mesa that houses another missing Namek™. Send him home (and speak to his human friend)!

## West City

### Missing Namek™ #3



In the mayor's house, in the right wing, is the third missing Namek™!

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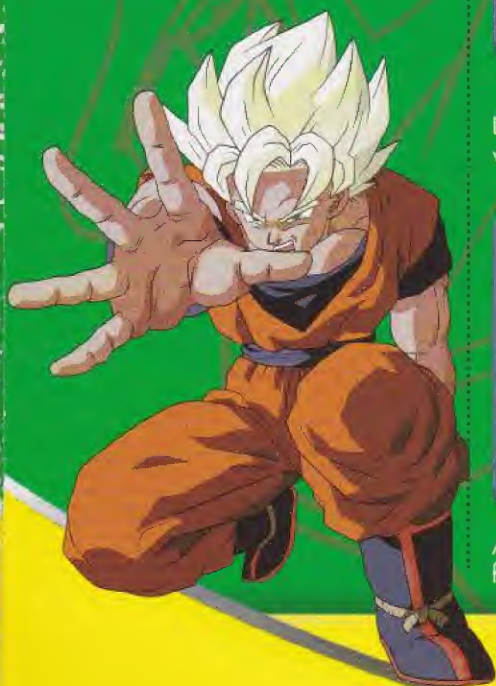


### Northern Wastelands

#### Missing Namek™ #5



Find the fifth missing Namek™ across the ravine, after you extend the bridge in a bid to secure another Dragon Ball®.



#### Missing Namek™ #6



Now that you've returned to the Northern Mountains with more experience, have Piccolo™ trash the Character Gate from Dr. Gero's™ Laboratory and head north.



You run across a flame-throwing Destroyer, so toss some flame of your own via the Special Beam Cannon.



Another hop, skip, and jump north and you find the sixth missing Namek™!

### Outside the Fortress

#### Missing Namek™ #7 (Map Point 5)



South of the fortress entrance in East District 439, head east, walking along the northern edge of a small pond. Wipe out three Red Ribbon drones, then, north of the easternmost concrete block, duck north.



Find a missing Namek™ trapped in the back of a forest glade. That's all of them!

Now head back to Capsule Corp., with Vegeta's® Capsule Pod parked to the west (outside the main entrance) and head for...New Namek™ and an even greater mystery!



# HERCULE™ UNLEASHED!

**"The  
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Fighter in  
the World"**



So, having access to Gohan®, Piccolo™, Vegeta®, Trunks®, and Goku® wasn't enough? You want more? You won't be satisfied till the World Martial Arts Champion is at your command? Well sit tight, he's in here....

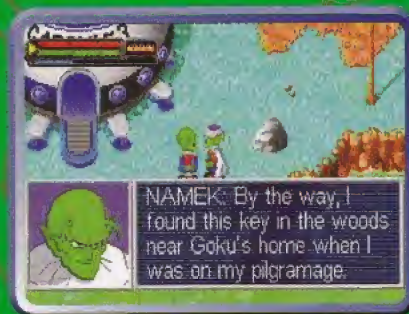
## NOTE

The following sections assume that you've leveled up your characters to their maximum: level 50. You can do any of the following sequences in any order you wish, provided the respective character is at level 50.

## Character Gate (Piccolo™): New Namek™



Starting out with the trickiest first (and picking up where the missing Nameks™ left off), head to Capsule Corp. and board the Capsule ship located west of the main entrance.



The jubilant Nameks™ frolic in their new home, while one gives you a gift you can use in East District 439, west of Goku® and Gohan's® home.



After saving at the nearby Save Circle, head north and get ready to rumble....

## Boss Battle: Cooler™



Cooler™ is one tough customer, but follow the same rules as the rest of the bosses and you'll gain a speedy victory—especially if you're at level 50.



If you can mind his tail, you'll come out OK. Indulge in Senzu Beans to keep in tip-top shape.



Pinball him around the area and, soon enough, he'll be pushing up daisies.



NEW  
W  
Mi



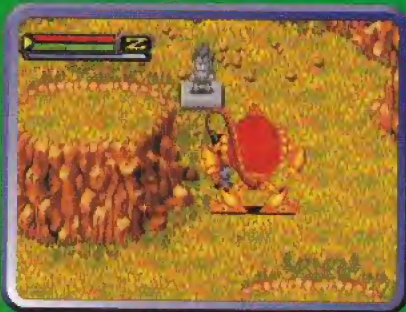
With Cooler™ destroyed (like his brother and father before him), proceed to the next cavern to score a trophy which will take its place in the Atrium at Capsule Corp.

## Character Gate (Vegeta®): Northern Mountains



Find ravin to see

With Vegeta® in tow, make your way to the Character Gate you passed in the Northern Mountains; west of the third face-to-face with Dr. Gero™.



Break down the Character Gate and face down a nasty Destroyer. He's not anything like a match for a level 50 Vegeta®.



With the Destroyer laid waste, claim the trophy that takes its rightful place in the Atrium.

## Character Gate (Gohan®): Gingertown



Gohan® at the ready, head to the level 50 Character Gate you noted some time ago, and smash it in.



Head into the cave, and batter down three yellow scorpions that don't put up much of a fight.



After exiting the cave, head north and dispatch the red snakes as you come across them.



Heading north into the forest on the next screen to find a +5 Endurance capsule!





Continuing west, the road twists south then east as it leads Gohan® to a bridge and a Destroyer. Atomize it, Kamehameha-style.



Bag the next trophy and watch as it joins its compatriots in the Atrium.

## Character Gate (Trunks®): West City (Jungle)



Take Trunks® to the jungle south of West City and across the first bridge. North is his level-50 gate.



After breaking through, golden Eggbots accost you in the Mushroom Cave. They don't offer much resistance.



Continue to the east, past a waterfall and a locked door and into the next cavern to trash a Destroyer. After you destroy it, the closed door opens.



Jog west, up, and through the now open door to find three Eggbots guarding the final trophy. Bash 'em, grab the trophy, and head to West City.

## Hercule™ Lives!



Only one mystery remains: go to a Save Circle and unleash the unfettered might of Hercule™!



Take him to level 50 to gain access to the ZZTV building and....



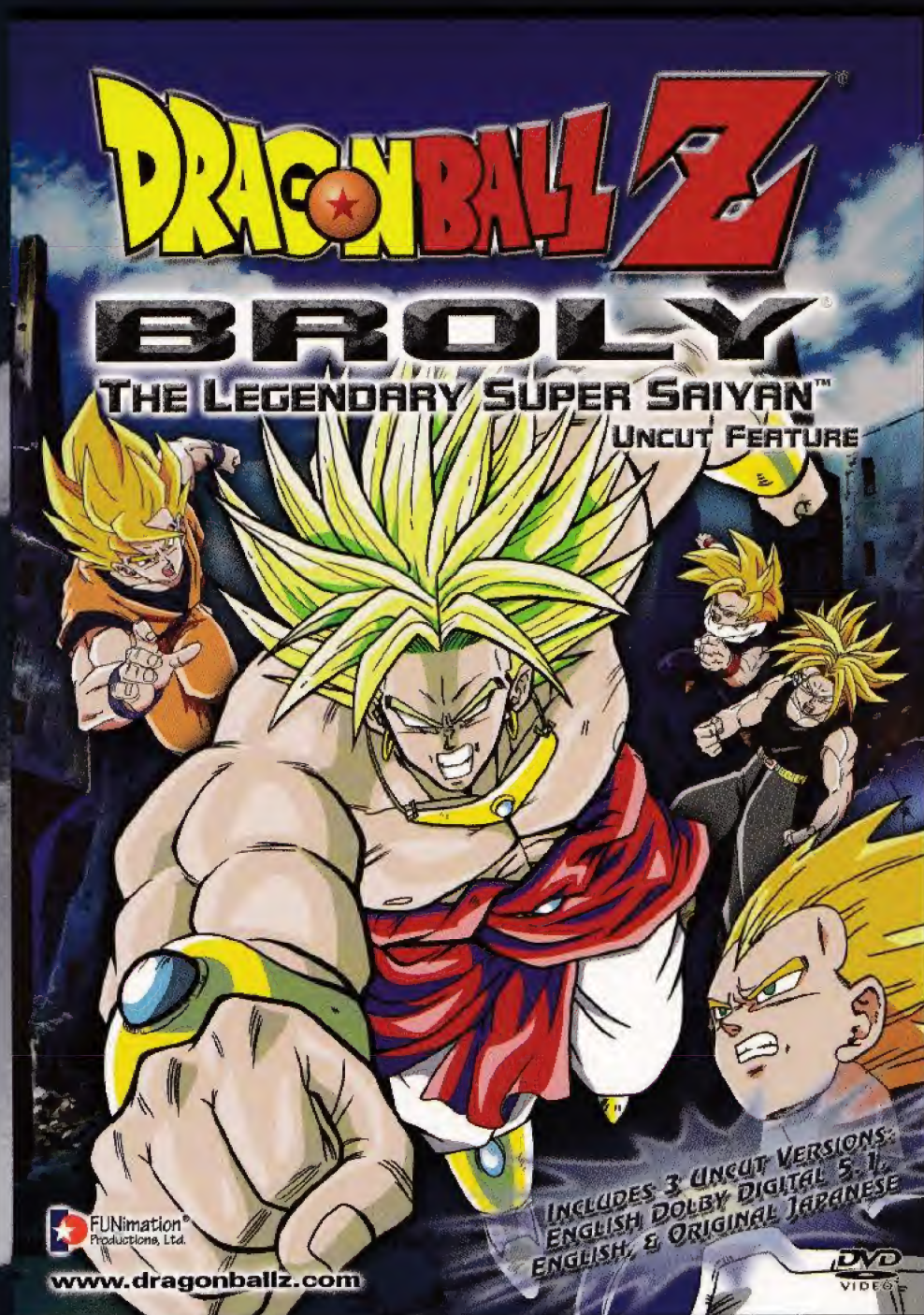






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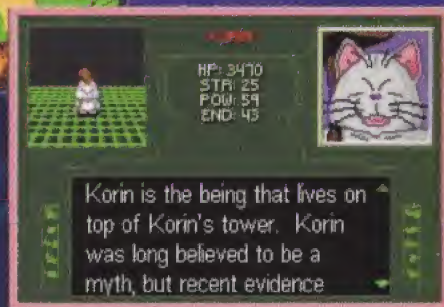


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Platform: Game Boy® Advance



You stay away from there!  
Do not open that chamber!  
I order you to stay away  
from Android 16!



Korin is the being that lives on  
top of Korin's tower. Korin  
was long believed to be a  
myth, but recent evidence

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